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Introduction

Any new player who has trundled around a map with every creature in tow has discovered that Sacrifice, an innovative blend of strategy and action, has a bit of a learning curve. Furious battles and dozens of creatures and spells make playing Sacrifice a bewildering endeavor at first.

This guide provides the statistics you need to keep things straight and the walk-through you can use if you find a single-player mission difficult. Most importantly, we suggest some general gameplay tips, which will transform your Sacrifice skills from frantic confusion into organized mayhem - to give you the most out of this strategic and involving game.

Inside this Sacrifice game guide, you will find:

General Strategies: Head here for general strategies for following each god, how to use mana and manahoars, organizing your troops, and using the minimap; and for a collection of assorted tips for improving your Sacrifice skills.

Combat Strategies: This section features combat-specific strategies, including spellcasting and the use of formations.

Campaign Strategies: Sacrifice's single-player campaign is unique. This section explains its structure, how missions become available, the art of a custom spell book, and the keys to campaign combat.

Charnel Mission Walk-Throughs: Full mission walk-throughs for Charnel's nine missions, including objectives, mission attributes, new units, and new spells.

James Mission Walk-Throughs: Full mission walk-throughs for James' nine missions.

Persephone Mission Walk-Throughs: Full mission walk-throughs for Persephone's nine missions.





Pyro Mission Walk-Throughs: Full mission walk-throughs for Pyro's nine missions.

Stratos Mission Walk-Throughs: Full mission walk-throughs for Stratos' nine missions.

The Crucible Mission Walk-Through: Complete mission walk-through for Sacrifice's final mission.

Creature Statistics: Complete list of statistics for Sacrifice's units, including each set for each god.

Spell Statistics: Complete list of spell statistics for each Sacrifice god.





Chapter 1

General and Combat Strategies

Succeeding in Sacrifice requires a firm grasp of the interface, structures, spellcasting, and combat techniques. This section describes various general and combat strategies for mastering mana management, spellcasting, formations, and getting the most out of your god.

General Strategies

As in most real-time strategy games, careful planning and resource management must first precede effective combat. Use this section to better understand your deity, manage mana and manahoars, and organize your forces.

God Stuff

Knowing your god's units and spells (outlined in the walk-through section and in the statistics sections of this game guide) is a key to conquering the single-player missions.

Charnel

The god of death features some interesting spells related to death (including the man himself!) and, better yet, others that provide important abilities during combat. The animate dead spell (level 4) can be cast on a blue soul to regenerate the fallen soul right there. This saves you the time to gather up the soul and summon the replacement unit. Wailing wall (level 6), a particularly interesting Charnel spell, summons a wall of tortured souls that scream out in agony - with a cool side effect of draining the mana of all creatures stuck within. It's quite useful on ranged guardians and effective in battle situations. Death (level 9), Charnel's superspell, summons an imposing grim reaper to hack up enemy units. Make sure your own units are far away when death is around, however; it will turn on your units if they're too close. You can lure death back to the enemy by just running and letting it follow your scared manahoars!



James

With his wormlike head and stand-up-comedian voice, James seems like a benign enough fellow. But if you play through the single-player campaign as one of James' wizards, you will find that he has several very powerful toys in his arsenal to bestow upon you. While James' lower-level spells are nothing out of the ordinary, his three highest-level spells are monumental. Bombardment (level 7) is one of the best spells for softening up guarded manaliths, often accomplishing your goal all by itself. Bovine intervention (level 8) earmarks any enemy unit for automatic destruction, and the souls pop up blue and ready to snag. His highest-level spell, Bore (level 9), is something to fear indeed. Bore cuts a hole in the ground, and all souls that drop through it are lost from the mission. An enemy whose clustered units are unaware of this spell's casting will suffer mightily as a result. Spells that kill many enemy units may be overcome by collecting the souls and retreating to regroup, but bore puts a heavy lid on anyone's hopes of recovering.

Persephone

On the surface, Persephone is a goddess of peace, and her spells and boons reflect this nature. After you play through the single-player missions, however, you may find your good impression of her tarnished. Regardless, when you play as Persephone's wizard, you will often be rewarded for any acts of kindness you perform or any acts of needless violence you avoid. Her trademark spell is rainbow (level 4), a healing spell that hops from its first target to any nearby damaged creature, continuing on through a total of five targets. Rainbow really frees up time at no real cost, since its mana drain of 300 is identical to that of the normal heal spell. One high-level spell that stands out for Persephone is charm (level 8), the only way you can acquire units that you otherwise cannot summon. Charm takes a little while to cast, so you should shield yourself (with ethereal form or whatever other shielding spell you possess) before you charm a creature. This spell can be cast through intervening obstacles, making it possible for you to hide behind manaliths or boulders or trees as you chant.

Pyro

The god of fire specializes in really hot stuff. Flames and fire are Pyro's best friend, and most of his spells are focused on the dangerous element. The dragonfire spell (level 4) summons a flame-shaped dragon to swoop down



and attack numerous enemy targets. Explosion (level 5) causes the area under a targeted unit to explode, damaging nearby units (effective on weakening guardians). Rain of fire (level 7) provides a large area of effect damage, but be careful, because you can also take damage. Finally, Pyro's high-level spells, blind rage (level 8) and volcano (level 9), are arguably the most effective. Blind rage causes targeted units to attack one another - a great setup for an attack. And even though volcano is stationary, it causes incredible damage (which lasts for a while), so enemies can flee. However, fleeing makes them a good target for follow-up or a flanking strike.

Stratos

The mysterious Stratos commands most elements of weather, and his spells reflect his skills. The freeze spell (level 3) can temporarily freeze an enemy in place. Cast it on a unit and immediately follow up with a concentrated attack. Chain lightning (level 4) fires a bolt of lightning that shoots through tightly packed enemy creatures. Punish the enemy for poor formation use by firing chain lightning to weaken packed forces. Frozen ground (level 6), similar to freeze, can freeze any units underneath the targeted ground. Finally, cloudkill (level 8) summons an electrical storm to obliterate an enemy force. Keep in mind that the enemy can retreat from the danger (you're also vulnerable to its attack if you're close enough). Corner the enemy, if possible, and watch cloudkill (or your flanking units) pressure the enemy into a confused defeat.

How Mana Works

Every spell you cast and creature you summon costs mana, an ethereal substance that fountains from the ground in key spots around each land. Because of how your mana replenishes itself, controlling as many mana sources as possible is a primary key to success. Note that your mana will only regenerate if you are within a few meters of a mana source, whether it's a fountain, manalith, manahoar, shrine, or altar.

The connection is direct: Your mana will regenerate faster when you build more manaliths and shrines. It will also regenerate faster when more manahoars surround your wizard.

There is no reason to put off building a manalith or shrine. In fact, if you destroy an enemy manalith in a battle, your first task, even before collecting or converting souls, should be to construct your own manalith on the newly exposed fountain.





While every manahoar that is near you increases the rate at which your mana replenishes itself, each additional manahoar adds less and less to this effect. That is, adding yet another manahoar to your entourage will indeed boost your mana recharge rate; but the more you have, the smaller the boost.

If you have two manahoars guarding you, for example, and you summon a third, your mana will recharge more quickly. Adding a fourth manahoar to the group will still provide some benefit, only much less. The drop-off becomes quite apparent when you add your fourth manahoar. Thus, it is wisest to have three manahoars guarding you, but only if you have enough souls to spare. The next best option is two, but having three is more preferable, because the third manahoar will save you about ten seconds in the average situation.

There is no connection between the number of manaliths you possess and the maximum number of manahoars you should summon. Adding a manalith to your collection, or a manahoar to your entourage, will always boost your mana recharge rate. You will see some benefit, even if the number of your manahoars exceeds the number of your manaliths. As just stated, however, summoning too many manahoars does not pay off, and the souls are better spent on other units.

Your manahoars recharge your mana at a rate that depends on how many mana sources you control and how far away you are from them. The farther away you are from your manaliths, shrines, and altar, the slower your mana will recharge.

The steam that comes from the heads of your manahoars indicates their capability of recharging your mana. The fainter the steam, the slower your manahoars will boost your mana. You can, in fact, wander so far afield from your manaliths that your manahoars will become completely inert. They will still guard you and respond to orders, but you cannot recharge your mana by standing near them.

Note that ranged units require mana to fire and can run completely dry. If you notice your ranged units targeting an enemy but not firing, they are out of mana. They must be moved near a mana source to recharge.





Controlling Your Manahoars

If your wizard is killed, the spirit of your wizard will hover above the ground. In this state, you can control your movements and even your creatures, but you cannot summon creatures or cast spells. You must locate a mana source to regenerate your wizard's life and health by standing beside it.

Your manahoars, because they are simply mobile sources of mana, can suffice. Since you can give them orders while you are in spirit form, you can request that they guard your spirit, and they will replenish your health. In a raging battle, it is best to order your manahoars off to one side and then join them there.

Speaking of raging battles, it is often in your best interest to simply remain in a battle in spirit form and give commands to your creatures, rather than abandon them to their fates as you retreat to a mana supply to recover. As a spirit, you are invulnerable, so you can concentrate more easily on giving orders; further, you are likely to make better decisions than your creatures are.

If you are going to enter a battle in front of your creatures (for example, if you want to cast a disrupting spell upon your enemies before your creatures arrive on the scene), you should leave your manahoars behind until your creatures have engaged the enemy. Cast a shielding spell on yourself (like skin of stone or ethereal form) and run near the enemy to cast your offensive spell. As you cast it, order your units to attack and then your manahoars to guard you. If you time it right, the enemy will choose targets among your fighting creatures instead of your manahoars.

Generally, it is wisest to keep your manahoars behind you, and the phalanx and semicircle formations are good ways to accomplish this. You should also group your manahoars into a control group and always use the same number (for example, control-1 or control-9). You do not want them to always be guarding you, and giving them orders will be much easier this way.

Organizing Your Troops

For novice players, just keeping everyone organized is half the battle. If you have every creature in your army guarding your wizard, every twitch will cause your units to jostle around for position, and your flying creatures will often gum up your camera view.





Rather than having your creatures guard you, have them guard each other. Use control-key assignments to give your creatures orders. These two methods will save you many, many headaches and will make it a lot easier to control the action.

As the manual states, you may quickly assign your selected units to groups by holding down the control key and then typing a number. From that point on, you may select that group at any time by typing just that number. In general, you will do fine if you simply group each type of creature into its own group. Use some kind of consistent plan to assist your memory; for example, always assign your lowest-level unit to group 1, your next-lowest unit to group 2, and so on, or assign your melee units to group 1, ranged units to group 2, and air units to group 3.

When assigning your creatures to guard one another, bear in mind that air creatures are generally both your fastest and most vulnerable units. If air units are the first to enter a battle, they are likely to die before the rest of your army even engages the foe. Your melee units, on the other hand, ought to be the first to make contact with the enemy.

Therefore, one effective way to set up a defense is this: Put your ranged units in line formation and your melee units in phalanx formation to guard them. Your melee units will arrange themselves behind your ranged units, and they will thread through your ranged units once the enemy approaches. Put your flying units in semicircle formation and have them guard your melee units. This ought to let your ranged units soften up the incoming enemies and your air units engage only after your melee units have.

Variations on this include having a special group of quick melee units, which you maneuver around the battle and to the enemy back lines to take out their ranged units, which are most likely firing from a distance. Another option is to assign a unit or two to target the enemy wizard. More on this in our combat chapter.

Using the Minimap and Teleporting

If you wish to move your units by clicking on the terrain itself, your units will face the direction you are facing when you give the order. In general, this is not a terrible thing, as units will sense when enemies approach and turn themselves around to attack.





This issue, however, can be completely resolved by giving your units orders on the minimap. If you zoom in sufficiently, you will find it quite easy to position your units on it. Further, you will often fight on hilly terrain, which makes it quite difficult to organize when you click on the terrain. Using the minimap takes care of this problem, although you may sometimes inadvertently line up your units behind the crest of a ridge.

If you use the minimap together with control groups to arrange your creatures before a fight, you will find it a snap to organize your efforts. Your creatures will all align themselves according to your camera view, making it very easy to line up your groups beside you. By contrast, if you try to arrange your units by clicking on the terrain, you will have to do a lot of running around to click from the right vantage points.

When one of your structures is under attack, you can gauge the seriousness of the attack by dragging a box around the structure on the minimap. Whatever units you have in the area, whether or not they are guarded to the manalith, will appear in the unit selection pane on the left-hand side of your screen. If you see the health of your units dropping rapidly, it's time to teleport back and assist. If, on the other hand, you notice no drastic changes, it is safe to continue about your business.

Teleporting is one of the keys to excelling at this game. When you teleport, all creatures within a few meters of you will teleport as well, with no extra cost of mana. Therefore, if you find the need to teleport, take a few extra seconds to gather your creatures before you cast the spell.

One easy way to group all the units near you is to drag a box around your icon on the minimap. (Although you can assign only 12 units to a control group, you can box-select any number.) If you need to teleport quickly, drag such a box and right-click on yourself, which causes all selected creatures to guard you. Give them a moment to gather; then cast the teleport spell.

When you teleport, use the minimap to select a target. You may teleport to any visible manalith, shrine, or altar, which includes small arrow icons on the extreme edges of the minimap. Any friendly structure that is out of the zoomed-out range of the minimap will be indicated with an arrow, and these can be selected as teleport spell targets. Thus, to move all the way across a large map, it is not necessary to teleport in small jumps to structures that are visible in the interior of the map.





Additional Tips

A hotkey is a key on your keyboard that issues a command instantly. For example, if your heal spell is bound to the hotkey H, then typing the H key will select the heal spell icon, which lets you simply click on the intended target. Using hotkeys is crucial to excelling at this game.

You can assign a hotkey midgame by hovering your mouse over the icon you want to assign to that hotkey and then clicking the desired hotkey while holding down the control and shift buttons. For example, if, in the middle of a game, you would like to assign the F key to your rain of frogs spell, position your mouse pointer over the rain of frogs icon in your spell bar and press control-shift-F. From now on (including when you quit the current game and start another, unless your new wizard does not possess the spell), pressing F will replace your mouse pointer with the rain of frogs target icon.

Some spells, including building spells like construct manalith, require your wizard to remain stationary while he chants. Even so, you may rotate your camera view to inspect the surroundings or give orders to your creatures without jeopardizing your casting. Other spells, most notably the convert spell, do not require your wizard to stand still. You may cast these spells and move on.

When an enemy wizard approaches your altar, Zyzyx will warn you audibly. Bear in mind, then, that your opponents will receive the same message if you approach their altars. For this reason, make sure that your attacking troops are gathered beside you before you approach an enemy altar, in case the enemy wizard teleports back to defend. If you are patient, your entire force will be there to greet him.

If you have no souls with which to summon creatures but have a big need to cash in some of your existing creatures for other ones, you have several options. The safest way to kill your own creatures is to destroy them with high-level offensive spells. This is apparently cruel - but since their souls pop up blue, you can scoop them up and recycle them into the kinds of creatures you need most.

Another option is to send your creatures near the enemy so that they can be knowingly slaughtered. If you keep issuing move orders to your units, they will not attack the enemy, so even a low-level enemy force can kill one of your





high-level units. Once your creature is dead, cast a shielding spell upon yourself and zip in to collect the souls.

During the single-player missions, special creatures, such as Sirocco the dragon, Faestus the gnome, or Gammel the gargoyle, will often join you. These creatures, while powerful, will not return to your side in later missions if they are killed. Their souls may still be used, but not to re-create them individually. Thus, you may want to reload an earlier game if they perish.

Make good use of boulders, trees, huts, and other environmental obstacles as you fight. Often, some object like a boulder will be positioned near an enemy structure, and you can take shelter behind it and cast spells into the battle beyond.

Sac-doctors have to wait in line, as red souls may be converted only one at a time. Thus, if an enemy wizard collects quite a few of your souls, you might find some success in circling around to his altar and killing the sac-doctors who are queued and waiting. A killed sac-doctor is replaced by the unit whose soul he was toting, giving you a creature with which you can kill other sac-doctors.

Since the game rewards you when you use melee vs. ranged units, ranged vs. air units, and air vs. melee units, you may want to get a look at the makeup of your enemy's army before you deplete your entire soul supply. If you see your opponent coming with air units alone, and you have saved a few souls for this moment, you will know to summon ranged units - and this will give you the advantage.

In single-player missions, use the pause command when you need to. With the game paused, you can issue orders to any unit on the field, including yourself. Pause will let you micromanage your troops in much the same way that the quick-thinking computer-controlled wizards do.

Combat Strategies

When you have souls to spare and momentum on your side, things are good. But there come times, especially at the beginning of single-player missions, when the enemy controls the majority of the available units, and you need to dig in.





When you order a unit to be a guardian for one of your structures, that unit loses its special ability (if it had one at all) but gains so much more in higher strength, attack, and healing. A guardian unit will easily defeat two or three identical units that are attacking it. Thus, if you are beleaguered, guardian your units to your manaliths and hope that if you repel an enemy attack, you can collect some enemy souls and turn the tide.

Since enemy souls appear blue to your opponents, enemy wizards can easily scoop them up from a battlefield and return a bit later, as fully strong as before. Thus, if you have any hopes of gathering enemy souls, you will have to remove the enemy wizard from the scene.

Some devastating high-level spells can accomplish this all by themselves, but if that option isn't available to you, you must do it with your creatures. Certain creatures suck mana from their targets, while others stun, freeze, or slow them down. When you are organizing your army for a fight, you may want to designate a special antiwizard group for that specific duty. Wait for a battle to be joined in earnest before targeting the enemy wizard with this special group. Include units with the unique abilities mentioned above and include at least one melee unit to take down the wizard's health.

Spellcasting

Three very important ways to spell-cast effectively: use hotkeys, assign control groups, and use the unit selection pane on the left-hand side of the screen. A player who assigns creatures to groups, cycles through the groups with the appropriate numbers, and casts spells on those creatures with hotkeys will excel.

In fact, you should rarely need to hover your mouse over a creature when you want to gain information about its health. A far better method is to observe the state of the creature's health and mana in the unit-selection pane and cast spells by clicking on the icon shown.

If, in the heat of battle, you simply cannot organize your troops, remember that you can drag a box around the battlefield on the minimap and get information about 12 of your creatures, at most, in the unit-selection pane. When in doubt, drag such a box and cast spells accordingly.





If a weak creature is dying quickly, it is a waste of mana to cast a healing spell upon him. You will begin to cast the spell even if the creature dies shortly thereafter, and the mana involved will be lost.

An audio clue indicates when a recently cast spell can be cast again. In general, if you want to recast a spell, you will need to wait for the other spells to become available. After these become available, the spell you want to cast will be available. Thus, you need to wait until you hear the second audio signal before casting the spell. For high-level spells, the wait can be quite long, even if your mana is completely full.

Formations

Carefully applying unit formations can have significant effects on a battle outcome. For instance, in an evenly matched fight, the player who carefully monitors unit formations (and plans ahead their use) will likely emerge victorious. Here are some suggestions on using each formation:

Phalanx Formation

This formation is excellent for organizing your troops and moving them toward the battle. It's a poor combat formation, though, because the close proximity of each unit leaves them vulnerable to spells and attacks that inflict area effect damage. Further, with the units behind your wizard, they can be slow into battle situations - which leaves your wizard more vulnerable since he's likely the first target attacked. Phalanx is a solid formation for keeping manahoars behind your wizard but close enough to provide mana.

Line Formation

This is a decent attack formation, because it provides good coverage and simultaneous attacks (most units in the battle at once). Units are somewhat spread out, not enough to protect multiple units from area-effect attack.

Skirmish Formation

A mixture of phalanx and line formations, with the benefits of both.





Semicircle Formation

Placing ranged units in semicircle formation can prove highly effective; it also keeps them protected behind more-powerful units. Protect your ranged units in semicircle formation (which also spreads them sufficiently) and let them pierce the enemy lines with their long-range attacks.

Circle Formation

You can defend manaliths with the circle formation - the units in formation will encircle the manalith and face outward, defending all sides from enemy attack.

Don't forget to use formations in combination with each other. In particular, guard certain unit groups with other unit groups. For instance, guard semicircle ranged units with air units in skirmish formation. Don't become complacent and don't simply move your units around the map in a haphazard fashion. Always be prepared for the inevitable attack and organize your troops accordingly.

Combat Tips

Don't forget to cast "speed up" on your offensive creatures. Speed up not only can increase your speed and the speed of sac-doctors, but you can also increase the speed of your offensive units and, with some units, the speed of their attacks. Experiment with speed up (which regenerates very quickly) and use it to gain an advantage in early battle situations.

Consider combining spell powers when creating a custom spellbook (described in the campaign strategies section of the game guide) or simply when implementing a gods' spells in an attack. For instance, spells that gib an enemy creature (such as bovine intervention and intestinal vaporization) can be combined with Charnel's reanimate dead spell. As soon as the enemy creature is gibbed, cast the reanimate dead spell to gain the enemy soul much faster than a typical conversion.

Bind creatures special abilities (such as the blight's blind ability) to an easily-reachable key (such as the enter or space bar key). Special abilities can turn the tide in battles, but you must make them easy to use. It's difficult to micromanage your army, heal units, and monitor formations while also





worrying about special abilities. Instead, bind these abilities to new keys to make them accessible.

If you happen upon a guarded manalith, attack the manalith instead of the guardians. Damage to the manalith is spread to the guardians—since the manalith is large and stationary, it's an easier target to hit. It's unlikely your attacks will miss the structure. Eventually the guardians will die and the mana fountain can be yours.





Chapter 2

Campaign Strategies

Sacrifice's single-player campaign is like no other. Before diving into Sacrifice's complex single-player campaign, and certainly before using the walk-throughs included in this game guide, you should read the information contained in this section, which outlines Sacrifice's campaign structure, how it affects the single-player and multiplayer game, and how best to tackle the situations you'll face within the game.

Campaign Structure

At the beginning of the Sacrifice campaign, you're introduced to each god. You have free selection of the first mission of the game. You can choose to follow Persephone, James, Stratos, Pyro or Charnel - these missions are covered in the walk-through as mission "one" for each god. After completing the mission, you have undoubtedly impressed certain gods while making others angry.

According to Shiny, each mission contains specific attributes that affect its outcome. For instance, in a Persephone mission, you may impress Persephone, which increases your favor with her - then again, you may anger Charnel, which decreases your favor with him. The mission walk-throughs included with this game guide feature the mission attributes.

You begin the single-player campaign with +5 for each god. As you select certain missions, this favor will change (for instance, +1 for one god and -1 for another). If you reach zero favor with a particular god, you can no longer select the god's missions. Betraying a god during a mission can net a -4 to the god's favor - though allying with a new god can net a +4. Further, you will reach a point in the single-player game (and a choice presents itself before the mission) to either remain on your path of evil or switch back to the side of good. Once the choice has been made, you're stuck with either the "good" or "bad" gods.





Consider these attributes as you weave through the single-player campaign. Remember that you will gain new units and spells based on the mission you select. For instance, if you play Charnel's mission one, you will gain Charnel's first-level units and spells. If you switch to Stratos for mission two, you will gain Stratos' second-level units and spells while retaining Charnel's first-level units and spells. By the end of the single-player campaign, it's not uncommon to have spells and units from all five gods. Check the single-player mission walk-throughs of the spell statistics to consider a path through the single-player game - to get the spells you want!

Campaign Combat

Beating the computer-controlled wizards will prove quite different from taking on human adversaries. In the single-player game, especially in the later missions, consider a defensive approach first before you explore and engage a better-prepared enemy wizard. If you guardian initial units (both those given and summoned from available souls), you can defend your altar against an attacking wizard and slowly steal enemy souls for your own use.

Guardians are extremely powerful, and a few ranged or artillery units can successfully guardian a manalith from an aggressive computer attack. Couple your defense with spells to further boost the chances of success. A good strategy in the single-player game is to assault the incoming enemy wizard with your guardian units while you use spells against the enemy units. Defeat the enemy wizard first, which temporarily banishes the enemy wizard from the map, and then the enemy units so that you have time to convert the enemy red souls. In the later missions, when the enemy possesses many more available souls than you do, it's essential to steal souls to bolster your army and defenses against further attacks.

Custom Spell Book

Defeating Sacrifice's single-player game grants you the ability to play your wizard in multiplayer games - with your spell book intact! This means your course through the game (as crazy as it might have been) is preserved in your multiplayer character. You scored Pyro's high-level spells but stuck with Persephone early in the mission? Then you have that combination. The custom spell book is an exciting part of Sacrifice, and it ensures replayability and variety.





So what's the best spell book? There are certainly way too many to provide a clear analysis. Read this game guide's general strategies for each god and walk-through chapters for tips on each mission's new spell. It's completely up to personal preference. Pyro excels with fire spells while Stratos concentrates on freezing and weather spells. Persephone's defensive and healing spells may prove advantageous if this is your style of play. Then again, Charnel's mana-killing wailing wall or ultracool death spell may be more your style.



Chapter 3

Charnel Missions

Charnel, the self-proclaimed god of death and strife, isn't the nicest guy on the block, but he does offer an interesting array of units and spells. His animate dead and wailing wall spells make Charnel well worth a look - though you're headed down the path of evil, siding with the pariah of pestilence. Charnel begins his campaign by freeing a powerful necromancer and then attempts to launch offensives against Persephone and James while gaining the favor of the flame-minded Pyro.

Charnel Mission 1

Mission Title: Solis, site of an ancient dragon burial ground

Objective 1: Summon 12 fallen

Objective 2: Gangrel must survive

Mission Attributes: +2 to Charnel, -1 to Persephone, -1 to James, -1 to Stratos, -1 to Pyro

New Units: Scythe, fallen, locust

New Spells: Insect swarm

Charnel hopes to summon a powerful, eccentric necromancer known as The Ragman. Unfortunately, The Ragman is currently chained in a cave guarded by a dragon named Sirocco. You must drive away the dragon with Charnel's low-level ranged unit, the fallen, and use the gangrel (a superpowered scythe) to break the chains that bind The Ragman. You begin with an assortment of Charnel's low-level units, the melee scythe, ranged fallen, and air locust. Gangrel must survive the mission, so keep a specific eye on him when you engage in combat.

Begin the mission by approaching the mana fountain ahead. Construct a manalith to start the mana flowing, which will be used for casting spells and summoning creatures. To assist in the mana flow, summon a manahoar,





which acts like a bridge between you and the manalith - as long as the manahoar remains near your wizard, your mana will continue to recharge. Summon additional scythes, fallen, or locusts and group your creatures according to type or in a single preset. Assign these creatures to guard your wizard (do the same with your manahoars) and proceed past the manalith and go west toward a village, honoring the god James.

A few of James' low-level units guard the village. Before moving against the harmless farmers, battle the village defenders. After they're killed, convert their red souls with sac-doctors and produce additional fallen when the souls become available. You need 12 fallen in order to complete the main mission objective of freeing The Ragman. Though you will need to maintain a squad of four to five scythes, you should use other souls for fallen to meet your primary goal.

Now head east from your starting position to locate more defenders and another village. Terminate the defenders and the farmer for additional souls - convert them into your own and summon fallen when they're ready. At some point in the mission, you spot the dragon Sirocco, who moves in the direction of The Ragman's cave. Continue to explore the map and destroy enemy manaliths (replace them with your own) and any of James' guards.

Replace all converted souls with fallen to reach the magic mark of 12 as quickly as possible. If you still haven't met the mark, seek out additional villagers and defenders until you can produce a full complement of 12 fallen. As soon as you have 12 fallen, you're whisked away to The Ragman's cave, and the battle automatically takes place. The 12 fallen drive Sirocco away, and the gangrel busts the chains binding The Ragman, who's released and automatically speaks with Charnel at the end of the mission.

Charnel Mission 2

Mission Title: Golgotha, the forbidden site of the demon gate

Objective 1: Desecrate Abraxus' altar

Mission Attributes: +2 to Charnel, -1 to Persephone, -1 to James, -1 to Stratos, -1 to Pyro

New Units: Necryl

New Spells: Protective swarm



Charnel sends you to Golgotha to clear the way to the demon gate. He warns that you may face opposition in the form of an enemy wizard - in this case, Abraxus, who speaks with you as the mission opens. Charnel also advises that you may find help at the demon gate in the form of a netherfiend, a sturdy, durable creature that can help against Abraxus as well as help you collect souls faster.

For a second mission, this one is tough, because Abraxus puts up a tough battle, particularly with her use of air units. Abraxus also employs guardians on her manaliths - these are standard creatures that are supercharged by their direct link to the manalith, and they put up quite a fight. You receive a new unit, the necryl, available for production, as well as the new spell, protective swarm.



Battle Abraxus near your own manaliths so that you can reform quickly upon death and recharge mana fast for frequent spellcasting.



Build a manalith and bolster your army with additional ranged units to combat Abraxus' air supremacy. Don't neglect scythes, however, for use against ground targets. Continue beyond the first manalith and locate the second mana fountain; construct a second manalith over the next mana fountain. You'll find many Abraxus-controlled manaliths around the map. You should destroy as many as you find and replace them with your own. If you're having trouble against Abraxus, be sure to seek out the demon gate and the netherfiend.

Conduct battles against Abraxus near your own manalith. You may also wish to put your own guardians in place (especially fallen) to combat incoming air units and help turn battle tides to your side. Heal your units during battle, because Abraxus will frequently possess a numbers advantage. Use your low-level offensive spell against Abraxus' creatures and use the heal spell to repair your own. Quickly gather up blue souls and attempt to convert red souls before Abraxus can reclaim them.

Move in toward Abraxus' altar and manaliths (with guardians) as you begin to gain a unit advantage. Clear out the manaliths around Abraxus' altar and replace them with your own. Abraxus' air units are particularly tough, and she doesn't hesitate to summon groups of them. Use fallen specifically to counter the air units; cast offensive spells to help destroy them. Approach Abraxus' altar and create a necryl (or move a current unit up against the altar) and cast the desecrate spell.

As Abraxus' altar is being desecrated, group your forces and target the wizard herself. Destroy Abraxus during the active desecration, and the mission concludes in success. Removing Abraxus from the map pleases Charnel and clears the path to the demon gate.

Charnel Mission 3

Mission Title: Sere, homeland of Ambassador Buta

Objective: Defeat Ambassador Buta

Mission Attributes: +2 to Charnel, +1 to Pyro, -1 to Persephone, -1 to James, -1 to Stratos

New Units: Blight

New Spells: Slime





Charnel sends you to Sere to "negotiate" with Pyro and Ambassador Buta. Charnel describes the best way to engage Pyro in conversation is to engage Buta in battle - perhaps Charnel's offensive might can impress Buta and Pyro into forming an alliance with the God of Death. You have a new unit, the blight, which is an air unit that can use parasites to slow down its victory. Slime, a new offensive spell, is also offered and added to your arsenal.

You begin the mission with a couple of manahoars and a blight. Move forward, construct a manalith, and use your available souls to summon another blight and several low-level melee and ranged units. Little do you realize that the battle with Buta won't be much of a fight - these units will actually be summoned for the true enemies on the map. Scan the map and notice three separate altars - one for Buta and two current "allies," Shakti and Abraxus. "Temporary allies" is perhaps more appropriate.

After organizing your attack force, locate Buta's altar and start your approach. You'll spot Buta building a manalith as you approach. Attack the manalith or Buta himself. Approach his altar, and a cutscene that depicts Shakti and Abraxus observing the fight begins. As you combat Buta's units, Charnel suggests an alliance with Pyro and Buta - Ambassador Buta, perhaps impressed by your battle skills, agrees, and you receive new mission objectives.

Mid-Mission Objective - Defeat Abraxus. Defeat Shakti. Protect Buta. Have more kills than the Ambassador (optional): New mission objectives order you to defeat both Abraxus and Shakti. Buta protects himself, and he is quite good at occupying the Abraxus and Shakti forces - but if you manage to score more kills (indicated in the upper left-hand corner of the screen) than the Ambassador, Charnel rewards you at mission's end.

Begin by locating the "slaves" in a circular formation on the minimap. Kill these slaves for both easy kills and easy souls. Convert the souls and increase your army with melee, ranged, and blight units. Approach the nearest enemy altar, which should be Abraxus, and destroy the nearby manalith and its defenders. Replace the manalith with your own, then approach the altar and cast the desecrate spell on a blight or a newly summoned unit. Ambassador Buta may be currently engaged with Abraxus, but with your desecrate spell underway, Abraxus will be eliminated from the map as soon as she falls to you or Buta.





Move to Shakti's altar and destroy the nearby manalith. You should construct your own to keep mana recharge rates high. Desecrate Shakti's altar, then seek out her and her remaining units to destroy remaining enemy forces and to complete the mission. Buta and Charnel speak at the mission's conclusion - if you killed more units than the Ambassador, receive your reward from Charnel.

Charnel Mission 4

Mission Title: Telluria, a secluded woodland on the outskirts of Elysium

Objective: Defeat Jadugarr

Mission Attributes: +2 to Charnel, -1 to Persephone, -1 to James, -1 to Stratos, -1 to Pyro

New Units: Netherfiend

New Spells: Animate dead

You're ordered into Telluria to take out Jadugarr, a high-powered champion. Charnel reports that your minions have moved on ahead but aren't faring well against the powerful wizard. You're offered a netherfiend, which you may have used in a previous mission. (You can increase its power with the devour soul spell - at the expense of blue souls.)

The animate dead spell is also quite handy - cast it on blue souls to replace the specific unit on the battlefield. The spell cuts down the time to retrieve the soul and summon the unit again. On this mission, it's particularly handy because a dead styx, a higher-level Charnel unit, can be found during the first battle encounter.

Jadugarr primarily employs storm giants and brainiac air units - counter these with your own ranged and air units. Approach the mana fountain and construct a manalith. Increase the size of your army and group your manahoars and order them to guard you; keep them close to keep your mana flowing and recharged. When you're ready, exit the valley start position and become interrupted by a cutscene, which introduces Marduk. When you regain control, continue into the clearing to meet Sorcha, who is currently in battle with Jadugarr's forces.





Use the animate spell on the dead styx to receive a powerful, currently unavailable unit.

Gather up your blue souls - except the tightly spun group of four souls over the dead styx. Cast the animate dead spell on the styx's soul to receive the new unit. Place it inside your ranged and air group; keep the styx healthy by monitoring its presence and using the heal spell. If the styx dies, just cast the animate dead spell again to regenerate the powerful Charnel warrior. Work quickly to convert Jadugarr's red souls to your side - if you're not fast enough, Sorcha will steal them (and even your blue souls!) away from you.

After this initial battle, maneuver to the nearby mana fountains and construct manaliths. Jadugarr will return from his altar shortly with another large army. Counter his air units with your ranged units. Stick near your manalith so that you have fast-charging mana for offensive spells. You may also want to create some guardians and take a stand at the manalith - ranged guardians will be quite effective against Jadugarr's air units. Attempt to hold off the battle until Sorcha arrives and team with her to fight back Jadugarr's advances.



Countering this first Jadugarr attack should be enough to summon an army large enough to advance against Jadugarr's altar. You'll find Jadugarr's altar beyond Sorcha's base. Before you go, though, search west from your start position to locate a Persephone village. Defeat the defenders and villagers there for additional souls to convert. Build a manalith on a nearby fount for additional mana charge.

Desecrate Jadugarr's altar when you approach. Now you simply have to find the wizard! Locate him on the minimap. He may hold ground near a heavily guarded manalith. Defeat the wizard during the desecration spell to complete the mission in victory. Remember that Sorcha will work quickly to convert red souls (and even your blue souls); so, if you want the units for yourself, you must work faster.

Charnel Mission 5

Mission Title: Golgotha, the forbidden site of the demon gate

Objective 1: Abraxus must not be banished

Objective 2: Banish Yogo

Objective 3: Defend Gangrel at all costs

Mission Attributes: +2 to Charnel, +2 to Stratos, -2 to Persephone, -1 to James, -1 to Pyro

New Units: Deadeye

New Spells: Demonic rift

You're sent to Golgotha to summon a demon from the demon gate. Charnel instructs you to channel the spirit of Astaroth through Gangrel, the supercharged scythe. You must defend Gangrel against aggressive attack until the channeling has completed (note the countdown in the upper left-hand corner of the screen). You're provided with a handful of units - which is a good thing, since two enemy wizards, Abraxus and Yogo, immediately attack the position.

Select all your troops and assemble them into specific preset groups - so you can monitor their standing and heal them as necessary. Cast spells, including demonic rift, at incoming Yogo and Abraxus units. Collect blue souls quickly and replace them with melee or ranged units. Attempt to convert enemy red





souls but expect Yogo and Abraxus to scoop them up quickly. If you keep replacing dead units and punishing enemy units with spells, you should successfully hold off the attack for the duration of the channeling of Astaroth.

You're somewhat safer once the countdown reaches zero, and you receive Gangrel for use as an offensive unit. Put him to immediate use if Yogo and Abraxus units remain. Charnel interrupts and instructs you to banish Yogo, but keep Abraxus alive - apparently, Charnel wishes to speak with Abraxus at mission's end. Convert all nearby souls to your own and summon additional units. The deadeye, the Charnel unit offered in this mission, is a long-range attack unit and effective in groups.

Explore the area around your start position and build additional manaliths on discovered mana fountains. Spot the two enemy altars on the horizon; ignore Abraxus' altar and make your way toward Yogo's altar. Destroy the manalith in front and terminate any guards. Replace the manalith with your own and cast the desecrate spell on Yogo's altar.

Locate Yogo on the map and proceed toward his position. He may have a small group with him; attack him or the group and convert any red souls (and scoop up your own blue souls) if the attack goes poorly. Since you're desecrating his altar, Yogo will be banished from the map if he falls in battle. Take out Yogo with your spells and units to complete the mission in victory. Watch the conversation between Charnel and Abraxus and learn that Charnel is in league with Stratos - apparently unbeknownst to the other gods.

Charnel Mission 6

Mission Title: Cindercrag, home of Pyro's research and development mission

Objective 1: Destroy the pyrodraulic dynamo

Objective 2: Charlotte must not be banished

Objective 3: Defeat Buta

Objective 4: Defeat Hachiman

Mission Attributes: +2 to Charnel, +1 to James, -1 to Persephone, -1 to Pyro, -1 to Stratos

New Units: Abomination

New Spells: Wailing wall



Charnel sends you to Cindercrag to deal with Pyro, your one-time ally. He boasts a new superweapon, and he needs a lesson. You're ordered to destroy Pyro's devastating pyrodraulic dynamo, Pyro's powerful new volcanic weapon. Meanwhile, you should make an effort to rescue Charlotte, who is loyal to James and who can assist during the mission, as you struggle to overcome Ambassador Buta and Hachiman.

Charnel's gifts are quite good. The abomination is a long-range artillery unit and nearly essential to surviving the mission's opening moments. Wailing wall is an effective spell, which can eliminate the mana from ranged and air units that require the resource to fire. You begin the mission just in front of your altar and just back from a mana fountain. Select the abomination and maneuver to the mana fountain and begin construction of a manalith.



Use abominations to guard your manalith and altar.

Buta and Hachiman are on their way, and they've brought a lot of units with them. The best way to hold off their attack is to hold ground at this forward



manalith. Cast the guardian spell on the abomination and position the artillery unit that faces out from your altar. You should have time to summon an additional three abominations - guardian them all to the manalith. Place all four in an attack group and order them to attack the incoming Buta and Hachiman units.

While guarded, the abominations will be even more powerful, and their long-range attacks will prove quite deadly to Buta and Hachiman's advance. Assist the effort with a wailing wall spell. You may become attacked by a bombard, Pyro's long-range artillery unit, which will stay out of range from your abominations. Build some melee, range, and air units and deal the deathblow to the bombards. Collect all red souls (the bombards are especially profitable) and convert them to usable souls. You begin the level with a large soul reserve. Once your abominations hold off the initial attack, start constructing your offensive army - a mixed fleet of melee, ranged, and air units (and perhaps an abomination or two).

One of the greatest dangers in the mission is the pyrodraulic dynamo. It basically causes a volcano anywhere on the map. You could lose your abomination guardians if the dynamo erupts nearby. Heal them quickly or simply re-create them. It's wise to leave four abominations at the manalith to protect your altar from attack.

You have a few options at this point. You can take out the pyrodraulic dynamo to end its assaults. You'll find a group of Pyro units defending the dynamo. If you have 12 to 18 units, you should be able to take them - especially with a well-placed wailing wall and the use of abomination long-range attack. You can also move against Buta or Hachiman, who are both somewhat weaker after the failed attack. Alternatively, you could clear the defenses and manalith around Charlotte's altar. The enemy manalith, littered with guardians here, is especially tough. Use long-range artillery and medium-level ranged units to eliminate them.

Eliminating Buta and Hachiman isn't especially tough if you're roaming with a large force. Maneuver to their altars and eliminate the nearby manalith (typically with guardians) with spells and long-range units. Cast the desecrate spell on their altar, then locate them on the map to finish them off. Take them on one at a time, then move on to the other objectives and destroy the dynamo or free Charlotte.





The key to the mission is successful defense of the initial attack. Abomination guardians work well and almost always ensure your survival. Collect all red souls after this battle, you already have a formidable force. Freeing Charlotte (even if Charnel has his own evil purposes) seems to impress James - you receive a boon from James upon your mission victory.

Charnel Mission 7

Mission Title: Helios, the capital of Pyroborea and primary weapon testing grounds for Pyro

Objective 1: Defeat Buta

Objective 2: Defeat Sorcha

Mission Attributes: None

New Units: Styx

New Spells: Plague

You're ordered to face Pyro and his wizards once and for all - unfortunately, Pyro has a surprise in store, a new superweapon called magnafryer - in fact, there are three of them. You're offered two new excellent Charnel delights - the styx, with its ranged weapon and potentially devastating special ability rend soul; and plague, a long-lasting spell that inflicts disease on a group of enemy units. The mission opens with Faestus, who turned sides in the conflict once before - and he has apparently done so once again.

Faestus comes with information about the magnafryer. He instructs that the device is vulnerable against its base. Though the fryer can fire its weapon at a long distance, it can't fire straight down to hit attackers at its base. He suggests using a group of low-level creatures against the fryer's base to take down the superweapon. Though his suggestion is valid, the three fryers are so close together that a second fryer can get shots in against your base-attacking units. The fryer doesn't come into play during the first part of the mission - if you start inching close, back off and prepare your offense.

There are two mana fountains nearby. Construct a manalith on the first fountain, then proceed to the next. Stand your ground here. Use souls to produce additional styx and convert available units into guardians. You'll have much more success in conducting a defense with guardians than you would if you simply produced these units and pushed against the Buta or Sorcha





attack. Monitor your guardians during the battle and keep them healed. Should one die, retrieve the blue soul and replace the unit as soon as possible.

When enemy groups approach, use plague or wailing wall (if you have the spell) to weaken them or, in the case of wailing wall, remove their mana. Quickly convert the red souls; use guardians to target the enemy wizard in an attempt to ensure you collect at least some of the enemy souls.

Keep holding this position against subsequent attacks from Buta and Sorcha. With your guardians in place, summon additional units and place them in a mobile, offensive preset (in other words, don't guardian any additional creatures). Still maintain your position near your guardians, but simply use red souls for mobile units. Continue to defend, kill enemy units, convert red souls, and build your offense until you have a powerful preset group, which could hold off a Buta or Sorcha attack without the need of guardians.

Start roaming, though not close to the magnafryer just yet, and seek out enemy manaliths. Destroy and replace undefended enemy manaliths first. When you encounter a defended enemy manalith, expect to be opposed by long-range weaponry. Counter with air units or your own long-range weaponry and assist with a plague spell. Convert dead souls and replace the manalith.

You can deal with Sorcha's altar (northeast of your start position) before crossing close to the magnafryer. Defeat her defenses and desecrate her altar. She will flee to Buta's altar (beyond the fryers) and stand ground with Buta's heavy defenses. Clear out Sorcha's nearby manaliths and consider replacing them with a shrine for quicker enemy soul conversion (sac-doctors will go here instead of back to your altar).

The magnafryer rests at the choke point between your altar's side and Buta's side. If you hug the right-hand cliff toward Buta's altar, you'll need to destroy only two magnafryers - the middle and the right-hand one. The fryer isn't especially tough, but it's difficult to get units close. You can employ Faestus' suggestion of low-level units (going for quantity over quality) or just send in your group of powerful units (a group of high-level, fast-moving air units can be effective). Either way, expect many to die. Retrieve their souls and replace them as soon as possible. Keep your wizard healed, because the fryer will shoot you.





Back off after the first fryer tower is down. Replace your force and attack the second. With two out of the way, you can safely pass on the right-hand cliff. Organize your forces for the final attack against Buta. He has many defenses, so let him come to you. Weaken his force with plague or strip its mana with wailing wall. Try to banish him quickly, then move against his units. With Buta gone temporarily, you can steal his souls - meaning less units for him and more for you!

Push against Buta and knock out Sorcha if she attacks (which forces her off the map). Desecrate Buta's altar and destroy the wizard to complete the task. Buta's heavy defenses require slow, careful execution of your offense. Don't be too aggressive; and use your wizard's spell to weaken enemy forces before you engage.

Charnel Mission 8

Mission Title: Idylliac, the capital of Elysium, Persephone's final stronghold

Objective: Defeat Yogo

Mission Attributes: None

New Units: None

New Spells: Intestinal vaporization, death

Charnel sends you to Idylliac to finish off Persephone once and for all. The mission begins with orders to defeat Yogo, but you soon learn that another wizard also takes ground here in Idylliac - you also learn that James' Charlotte holds ground here. As soon as you discover her presence, you receive a new mission objective.

Mid-Mission Objective - Defeat Charlotte: Begin by constructing a manalith on the nearby mana fountain. Defense is important early, so use available souls to produce styx (if you've followed Charnel) or other high-level ranged units and cast the guardian spell on them to force them to defend the manalith. If you look west of your start position, you will see a small island with a manalith and mana fountain. Cast the teleport spell on the manalith to emerge on the island.

Construct a shrine on the mana fountain so that you can convert the souls on this island - there are a couple of peasants here for the taking. Eliminate them





with low-level offensive spells, then cast the convert spell on their red souls. Return back to the main island and prepare for an attack from Charlotte or Yogo.

Charnel provides a very powerful spell for this mission: death. However, its power is matched by its unpredictability. Death creates a large grim reaper next to an enemy unit; the imposing force then cuts through all nearby units. If it finishes off the entire enemy group, it seeks out the next nearest unit - which will likely be you! Death isn't indiscriminate. It will kill your force as easily as the enemy's. Be very careful and keep your force far away. Death will dissipate after a few moments. Should any of your units perish, retrieve their souls and re-create them.



Use the death spell to quickly clear out guardians.

Continue to hold ground at your first manalith. Eventually, a cutscene interrupts battle, which depicts Charlotte fried by an unknown force.



Apparently, Marduk killed James, which in turn banishes Charlotte. You're left to finish off Yogo. You should be able to summon a few mobile, offensive units at this point. Proceed out of your start position and construct a manalith at the next available fountain. Hold ground here for the next attack; use spells on Yogo's group (be careful with death) as he approaches. Convert his souls and summon more units.

Stick either along the left- or right-hand paths toward Yogo's altar. It's here that you will encounter additional enemy manaliths. Destroy them and replace them with your own or perhaps a shrine to quicken enemy soul conversion. If you encounter a manalith with guardians, consider using death to pummel the defenses - just keep your units far away! Finish off the defenses with the guardians (and death gone), then replace the manalith.

The manaliths (one to the left and one to the right) adjacent to Yogo's altar feature powerful dragons. Before tackling these, you should wait for the death spell to recharge. Death can make short work of the dragons, but, as mentioned many times before, keep your units well back or suffer the consequences of a rampaging death spell. Once death is gone and the guardians are dead, move in your force and construct a manalith over the exposed fountain.

Yogo's "ultimate altar" lies just beyond. Desecrate his altar and defend the position with your attack force. Concentrate all fire on Yogo as soon as he appears. Cast the desecrate spell again if he destroys a sac-doctor to cancel the spell. Repeat until Yogo has been defeated, ending the mission in victory.

Charnel Mission 9

Mission Title: Thryhring, the capital of Empyrea, homeland of Stratos

Objective 1: Defeat Jadugarr

Objective 2: Defeat Hachiman

Mission Attributes: None

New Units: Hellmouth

New Spells: None

You have one task before the final mission - proceed to Thryhring, the homeland of Stratos. The opening cutscene depicts a brief conversation with





Jadugarr. As soon as you gain control, you're under attack from Jadugarr and his forces. The best way to tackle the incoming attack is to cast the death spell on the enemy units and order your free units to attack Jadugarr. Death will tear through the enemy units with its bladed arms; meanwhile, your other units will occupy and hopefully banish Jadugarr temporarily. With him out of the way, start converting the red souls.

Death may kill off some of your units, but it's a small price to pay if you can convert the incoming attack force's souls. If your units perish, just run around and collect the blue souls. With Jadugarr sufficiently scared off, you should have a few moments before he returns. Construct a manalith and add a couple of guardians if you wish - but, if this initial battle was successful, you should be able to summon a sturdy defensive force that can hold off future Jadugarr (and Hachiman) attacks. Summon Charnel's styx and new hellmouth units.

Remain at your altar and defend off attack after attack from Jadugarr and Hachiman. There's no reason to be overly aggressive. You have a nice defensible position here, and, with your large force, you can hold off his aggressive attacks. Implement your spells as necessary to assist in the battles. Once you have summoned a full preset group's worth of attackers, push out of the start position toward the nearest enemy manaliths. Destroy them and replace them with your own.

If you look around the nearby manaliths, you will spot a purple blip on your minimap. Locate this unit on your game screen to discover Sara Bella, a key element to the Stratos campaign. Approach her to speak. After the brief words, you gain control of the unit - add her to your preset group and continue on. Seek out additional manaliths and battle Jadugarr or Hachiman each time they approach.

It's a good habit to fire upon the enemy wizard first and ignore the units he carries behind. Banish the wizard, and you force him to return to an altar to reform. Meanwhile, you can destroy all the enemy units and quickly convert the red souls - essentially stealing units from your enemy. You'll want to possess about 20 to 24 units before moving against Hachiman's altar (which lies closer than Jadugarr's).

Hachiman's altar is defended by manaliths with phoenix guardians. Order your units back and cast the death spell to quickly clear out the guardian units. You may lose some units in the process; simply gather the blue souls and replace



them. Destroy the manaliths and then desecrate Hachiman's altar (use a hellmouth for optimum power). Locate the wizard on the map and banish him for good.

Make your way to Jadugarr's altar by canvassing the map for additional manaliths - make sure you place some shrines to quicken the soul-conversion process. Here, you will spot an idol for Ashur. Approach the idol and speak with the snowmen. Once they've served their purpose, kill them with a low-level spell and convert their souls.

Jadugarr's altar is also protected well by guardians. You can wait until the death spell regenerates or use a myriad of other spells as your units attack. Wailing wall, an earlier Charnel spell, proves useful here, especially against the ranged units, which can't fire without mana. Destroy both manaliths, replace them, and proceed to the altar. Cast the desecrate spell with a hellmouth and seek out Jadugarr. Destroy the wizard to defeat the level and move on to the final mission, The Crucible.





Chapter 4

James Missions

As the god of earth, James favors creatures, which tend to be slow but tough. While his creatures are difficult to kill due to their good defenses, James' higher-level spells are extremely offense-minded. It is in one of his early missions that you gain access to the best special character in the game: Sirocco the dragon. New players could do worse than to stick with James for the duration of their first single-player experience.

James Mission 1

Mission Title: Quorog

Objective: Find the village Quorog

Mission Attributes: +2 to James, +1 to Persephone, -1 to Charnel, -1 to Pyro, -1 to Stratos

New Units: Trogg, earthfling, gargoye

New Spells: Rock

The rock spell is an offensive weapon. When you cast it, your wizard chants momentarily, pulls a rock from the ground, and hurls it at an opponent. This spell tracks the opponent, so you do not have to aim it; in fact, you can turn while chanting and face elsewhere. The summoned rock leaps into the air above your head and heads straight for the target, exploding against anything (including friendly units and environmental obstacles) in its path.

To get this mission started, build a manalith on the fountain near you and use your two souls to summon manahoars. Assign them to guard you in phalanx formation so that they trail behind you at all times. Off to your left, you can see another fountain on the plains below, with a shrine honoring James close to it. Go to that fountain and build a manalith.





This little village is where you'll find the first farmers.

Turn right, and you will see a small village. This is Quorog, which is where you should go next. Two farmers will run to you and tell you about dragons who have attacked their land. A dragon hatchling's arrival will bear witness to the farmers' tale.

Mid-Mission Objective - Find all surviving farmers: Go north from Quorog and approach the farmers there. A cutscene will reveal the location of the dragon caves in the area. Each cave is home to one or two dragon hatchlings, which attack if approached. If you destroy the caves without killing (most of) the hatchlings, Persephone will grant you a boon at the end of the level to thank you for your peaceful approach.

Five gargoyles possess enough mana to take down a cave without regenerating their mana (remember, ranged creatures require mana to fire). They are also immune to the hatchlings, which are melee units. Use gargoyles



to take down the caves and use earthflings to kill the dragon, which may appear near the northern end of the level.

James Mission 2

Mission Title: Solis, site of an ancient dragon burial ground

Objective: Subdue Sirocco or desecrate the Ragman's altar

Mission Attributes: +2 to James, +1 to Persephone, -1 to Charnel, -1 to Pyro, -1 to Stratos

New Units: Basilisk

New Spells: Skin of stone

Skin of stone is a low-level spell with great benefits. It may be cast only upon yourself, and since you do not need to target your own person when you cast it, you should definitely know the keyboard command for it. Because it costs comparatively little mana, it is quite useful to cast the skin of stone spell just before any major battle, because it both protects you and leaves you with plenty of mana to cast other spells.

To the southeast of your altar, over the ridge, a village lies in ruins. Go there first to defeat the enemies who destroyed the village; claim all the souls you see. North of you is a manalith with a handful of units guarding it - you can defeat these units with the souls you have gathered.

Northeast of your altar is a narrow neck that connects your peninsula to the mainland. Just past the neck is a trio of manaliths. When you attack the first one, the Ragman will respond in kind. Once you capture a mana fountain, guardian a unit or two to it, and it will help you defeat the Ragman in all subsequent attacks.

You can find the dragon Sirocco with a little exploring, and you can end the level by killing her (luring her to a manalith guarded with ranged units works well). A far better plan is to desecrate the Ragman's altar, because Sirocco will join your side as a boon from Persephone. As long as your attributes remain high with Persephone, Sirocco will fight alongside you for the remainder of the campaign. Her "breath of life" spell raises any of your slain creatures from the dead, which saves you the mana required to resummon the creature.





James Mission 3

Mission Title: Telluria, a secluded woodland on the outskirts of Elysium

Objective: Question Jadugarr

Mission Attributes: +2 to James, -2 to Charnel, -1 to all others

New Units: Taurock

New Spells: Soul mole

At times, one of your minions will wade too far afield and will be slain by a host of enemy creatures. Walking into the middle of such a fight can be deadly to your own person, requiring an often-lengthy float back to one of your mana sources to reincarnate. Use your new soul mole spell to retrieve blue souls from hostile ground. Nothing can kill a soul mole, but any wizard quick enough to intercept it can capture a soul carried by a mole.

Climb the hill northeast and have a look around. Below, on the valley floor, Jadugarr awaits you. Run to him, and in a cutscene, Jadugarr will ask for your aid in defeating the enemy wizard Seerix.

Mid-Mission Objective - Desecrate Seerix's altar: To the east is an unclaimed mana fountain. Go there and build a shrine (this allows your sac-dctors a shorter trip to convert souls). Go north and up the valley, then claim the manalith at the top of the valley. From a nearby hill, you can see Seerix's altar below you.

Seerix has several manaliths on the map, and banishing her will be easiest if you claim them for yourself before you assault her altar. The new unit on this level (the taurock) is designed to destroy manaliths quickly. Guardian a unit or two to each manalith you capture. If Seerix attacks your altar, teleport to it and defend it.

James Mission 4

Mission Title: Karn, a border fortress, protecting the residents of the Glebe

Objective: Defeat the Ragman





Mission Attributes: +2 to James, -2 to Pyro, -2 to Charnel, -1 to Persephone, -1 to Stratos

New Units: Flummox

New Spells: Erupt

Your new erupt spell is a good way to disorient large numbers of units at one time. If you are about to attack a guarded manalith, for example, cast the erupt spell ahead of your forces so that your army's enemies will start the fight flat on their backs.

Just past the second mana fountain ahead of you, a cutscene will play, showing you Marduk, your archenemy. A bit later, you see that the wizard Sorcha is also in the area.

Mid-Mission Objective - Banish Sorcha: With two enemy wizards to deal with, your goals are at least twice as hard to achieve. In case one or both of the enemy wizards back-door you, be sure to leave a creature or two guarded to your manaliths,

As you advance south, you will see a pulsing mushroom-shaped object on the valley floor. This is a plague wort, and you should steer clear of these disease-spreading growths. When you approach your first one, Zyzyx will inform you of its danger.

Mid-Mission Objective (optional) - Destroy the plague worts: The Ragman has no altar, so once he dies, he is gone from this world forever. When he attacks you, focus your attention fully on him. The souls of his creatures will then be yours easily.

Sorcha's altar is on the far end of the map. If you have trouble assailing it, search the sides of the map for additional Charnel manaliths and take them for yourself. This will weaken her and strengthen you.

Destroy all plague worts (there are four, including one tucked away in a valley on the edge of the map), and Zyzyx will inform you when you have finished this task. James will offer you a boon if you complete this optional mission.





James Mission 5

Mission Title: Cindercrag, home of Pyro's research and development mission

Objective: Destroy the pyrodraulic dynamo

Mission Attributes: +2 or -2 James, -2 or +2 Pyro, -1 to Charnel, -1 to Persephone, -1 to Stratos

New Units: Icarus

New Spells: Halo of earth

The halo of earth spell is only useful if you are in close proximity to enemy units. Casting it causes five small rocks to swirl about your head, each of which will target any enemy within range. You can cast it outside of a battle; and, with rocks aswirl around you, you can approach the enemies, whereupon each rock will track and hit a target. Be careful that none of your friendly units stand between you and the nearest target, because the rocks will mindlessly crash against the first solid object they encounter.



Guardian all your units to the manalith near your altar and await Buta's attack.

BACKWARD

FORWARD



Build a manalith on the fountain near your altar and prepare to defend it. Guardian three or four creatures to the manalith and summon enough other creatures to deplete your available souls. Let Ambassador Buta attack your position until you have been able to convert all the souls he has brought against you.

Amass an army and, leaving a few guards behind, search the map for unguarded or lightly guarded manaliths. Take them and leave a creature as a guardian for each. When the only manalith that Buta has left is the one by his altar, attack it. Desecrate Buta's altar once his final manalith has fallen.

When Buta is banished, Pyro will offer you a spot by his side. If you accept, James will attack you, and the attributes bonuses you received for this level will reverse. If you do not accept, Pyro will threaten you with the dynamo. You must defeat the dynamo's guards and destroy it to end the level. Do not dally, or else Pyro's threat will become real: you have only five minutes. Thus, before you banish Buta, build up your army and position it near the dynamo so that you can attack quickly.

James Mission 6

Mission Title: Helios, the capital of Pyroborea and primary weapon testing grounds for Pyro

Objective 1: Defeat Buta

Objective 2: Defeat Sorcha

Mission Attributes: +2 to James, -1 to Charnel, -1 to Persephone, -1 to Pyro, -1 to Stratos

New Units: Boulderdash

New Spells: Wall of spikes

Whenever you aren't quite ready to face the enemy, or if the enemy is approaching en masse, a wall of spikes will damage and slow them down. Be aware that the wall will extend in either direction from the point at which you cast it - it will be parallel to your field of view. You can target the ground or a particular creature or structure with this powerful spell.





There are four mana sources near your altar, and you should claim them before making an attempt on Sorcha's altar. A fifth mana source has an enemy manalith built on it, but it is within range of the three magnafryers. Send in a few tough units to destroy it while you hang back and heal them. Pull your forces out as soon as the manalith falls. Use your fourth spell (whichever spell makes you invulnerable for a while) and rush in to build your own manalith. Get out of magnafryer range when you are done and prepare to assault them.

Magnafryers cannot hit targets at their base, but each is in position to support the other. The fryer farthest from your altar cannot support the one nearest your altar, however, so begin by attacking the fryer nearest your altar or by attacking both it and its nearest neighbor.

If you build several tough melee units, cast the speed spell on them as you send them in; then heal them as best you can. Remember that the fryers will target you if you are within range and your other units are at their bases. Ambassador Buta may intervene at this difficult moment; use your invulnerability spell and speed to collect your souls if your attackers do not succeed at first.

Once the fryers are all down, claim all mana sources on the map and save the two next to Buta's altar. Let Buta attack until you possess all of his spare souls. Observe that near one of his last two manaliths, a small boulder provides shelter from which you can safely cast weakening spells against that manalith's guardians. Once that mana source is yours, Buta's final manalith will fall easily to your rush. Desecrate Buta's altar to end the mission.

James Mission 7

Mission Title: Crossroads of Abaddon

Objective: Save Mithras from Seerix

Mission Attributes: None

New Units: Jabberocky

New Spells: Bombardment

James' first awesome ranged spell is bombardment. It takes a little while for your summoned boulders to thud on the skulls of your foes, but when they do,





the foes will know it. You can cast it from outside the range of enemy units, making it a nice, safe way to soften up the defenses of guarded manaliths.

Seerix attacks almost immediately after you build a manalith on the fountain near you. The only other mana source within striking distance is in the opposite direction, where Seerix comes from. Defend your altar area as best you can and assign whatever creatures you can spare to guardian your manalith. When you have a moment, run up the valley behind you to the north and claim the manalith from Seerix.



If you attack Seerix (right), attack her from the direction of Mithras (left).

Note also that once Seerix's forces have been thinned, you will find a manalith tucked away in a valley to the south of your altar, a spot that will provide you with some spare souls from zombies.



You will find Mithras most easily if you head north. A shaft of light from the sky above him indicates his location. When you arrive at the hill that overlooks his position, you will see him below you to the left; to the right, you will see Seerix's manaliths and altar. You can end the level by banishing Seerix, or you can simply approach Mithras and lead him back to your altar.

If you elect to banish Seerix, attack her from the direction of Mithras. The manalith in the valley below is the most lightly guarded of her structures. When you take it over, build a shrine so that you can harvest her souls (if you don't, your sac-doctors may walk right by her altar on their way back to yours, and they will all die). Make use of your most devastating far-range spells (for example, the bombardment spell that you added to your arsenal by playing this mission) to take down the guardians at her altar.

On the other hand, if you choose to lead Mithras to your altar, be aware that two waves of aerial units attack you as soon as you free Mithras from his bonds. Spend all spare souls on ranged units for repelling these flying attackers. Lead Mithras back to your altar (your speed spell works on him if you want to use it).

Finally, it is possible to both free Mithras and banish Seerix, as long as Mithras does not die in the attempt. Mithras will whine a bit, but there is no penalty for winning the mission in this way. Neither is there a reward for banishing Seerix, however.

James Mission 8

Mission Title: Dys, the capital of Stygia, a place of death

Objective 1: Defeat Acheron

Objective 2: Defeat Abraxus

Mission Attributes: None

New Units: None

New Spells: Bovine intervention, bore

When in doubt, summon the power of cows. This ancient wisdom comes into play on this level, where, at great cost of mana, you can launch a cow straight into the air - where it will hover momentarily and then swan-dive onto a selected target. The target is guaranteed to die, which leaves you with already





converted blue souls, so use bovine intervention on whatever most powerful enemy creature you encounter.

The bore spell, while terrifically powerful, is not as immediately profitable as bovine intervention. Bore creates a giant hole in the earth into which all land-based creatures will fall and permanently disappear from the map (along with their souls). So, while you do not gain blue souls, you certainly tip the balance of power in your direction - so long as your own creatures do not tumble into the abyss.

As the level opens, you witness a cutscene in which the wizard Abraxus chases a gargoyle into your altar area. She slays it and, thus, introduces herself to you. Claim the blue soul and build a manalith. Set your creatures to guard it and head over the ridge to your east. Three unclaimed mana fountains lie in this direction; keep going, using speed to hustle to those spots and building manaliths on all three unless your altar is attacked. If it is, teleport home and defend it.

You will need to do your best to convert enemy souls because you start off with so precious few. Using the new bore spell, as a result, is unwise (if you can help it). The souls of creatures consumed by the bore are lost forever. Hunker down by the manalith next to your altar and repel attacks until your army outnumbers your enemies' army.

Abraxus' altar is closer to you than Acheron's, so desecrate it first. Rid the rest of the land of Acheron's manaliths and then desecrate his altar as well. Once you have defeated them both, the mission is won.

James Mission 9

Mission Title: Agothera, the capital of the Glebe, past bastion for the forces of James

Objective 1: Defeat Abraxus

Objective 2: Defeat Hachimen

Mission Attributes: None

New Units: Rhinok

New Spells: None





A friendly wizard named Grakkus will assist you during this mission, as shown in a cutscene as the level begins. You may have Grakkus stay by your altars (his altar is just around the corner from yours), or you can head out and fight against the enemy wizards. If you elect to have him mount an offensive, your altars may come under attack; but it is not difficult to teleport back and defend them. Further, any souls you kill near your altars are easily converted.

It is best to send Grakkus on the offensive, although you run the risk of his being beaten and his souls converted. Take some of the heat off him by immediately running up the valley and out into the open plains, where two mana fountains await your manaliths. As you approach either one, a cutscene - in which Jadugarr gibs Charlotte - plays, and you have a new enemy.

Mid-Mission Objective - Kill Jadugarr: Jadugarr does not possess an altar, so killing him once will remove him and his creatures from the level. Once you build a manalith at the valley floor, it will be the focus of all three enemy wizards. Make your stand here, using your most powerful spells to take large chunks out of the enemy forces as they approach. Guardian whatever units you can spare to that manalith - especially the rhinok, which you have at the beginning of the game, because this creature can take terrific abuse as a guardian.

A nearby manalith lies in a shallow valley to the south of the main valley. Once you have your wits about you, this should be your first target. After you have secured it, advance upon the enemy altars to the northwest of your manalith on the main valley floor. Desecrating them both will end this level.

Note that Grakkus is just as eager to convert enemy souls as you are, so if you desire souls, you may have make this your highest priority. It is possible to kill Grakkus' units with area-damage spells if you would prefer to own them yourself; this works especially well on units he has guardianed to manaliths. Grakkus, however, is completely competent, and he can desecrate both enemy altars if you simply support his efforts.





Chapter 5

Persephone Missions

Persephone is a goddess of mercy, and she will often bestow a boon on you if you accomplish your objectives without being needlessly destructive. Her spells tend to be defensive in nature; her highest-level spells, for example, are persuasive (charm) and disruptive (meanstalks), rather than devastating, like the high-level spells of the other gods. She has no less than three different healing spells, perhaps the best indication of her beneficial nature.

Persephone Mission 1

Mission Title: Pellanon

Objective: At least one peasant must survive

Mission Attributes: +2 to Persephone, +1 to Charnel (optional), -1 to James, -1 to Pyro, -1 to Stratos

New Units: Druid, ranger, shriek

New Spells: Wrath

Your first special spell, wrath, is purely an offensive weapon. Casting it causes a ball of energy to track to your target, even if you turn away to do something else as it goes. Be aware that wrath will detonate against any creature or environmental obstacle in the way from the caster to its target.

Construct a manalith on the nearby mana fountain. Use your pair of souls to summon two manahoars and put them in phalanx formation to guard you. Group the fighting units by your side and walk down the valley to the next mana fountain.

As you approach the gnome near the fountain, a cutscene will show the gnome joining your side. Attack the locusts near the fountain, build a manalith





on it, and convert the nearby souls. Wait for your sac-doctors to sacrifice the souls on your altar and summon more creatures into your army.



Practice organizing your troops in this mission, the easiest one you will face.

A nearby village contains more peasants, which are under duress by scythes. Save them and convert the souls of the enemies. Build another manalith on the fountain here and then continue up the valley road to the north. A pair of dueling gnomes will join you along the way.

To the northeast of the next ruined village, you will find Thestor and company near a windmill. Defeat his entourage, and the battle is yours. If you pause the game before the battle, target Thestor with all your troops, and kill him, Charnel will offer you a boon. However, if you kill Thestor, he will not join you in future Persephone missions.



Persephone Mission 2

Mission Title: Surtur's keep, the ancient fortress of Surtur's keep, stands ever vigilant against the foes of Empyrea

Objective 1: Lord Surtur must survive

Objective 2: Escort Lord Surtur to the gateway

Mission Attributes: +2 to Persephone, +1 to Stratos (optional), -1 to Charnel, -1 to James, -1 to Pyro

New Units: Scarab

New Spells: Ethereal form

Unlike most other forms of armoring spell, ethereal form makes you completely invulnerable to damage. You may still have your mana taken from you, but your health will remain at the same level as the one in which you cast the spell. Just before large hostile engagements, or any time you expect that you might be in danger, use the small amount of required mana to cast ethereal form - you will find yourself alive far more often than before. Use ethereal form when the battle is lost, too, so you can collect your blue souls without dying.

Build a manalith on the fountain near you and gather your forces. Just over the hill, you will find Seerix torturing a peasant. She will spot you and run for the hills.

Mid-Mission Objective - Find and desecrate Seerix's altar: Before approaching the red souls that you see, construct a manalith on the nearby fountain. Now, when you approach the small hill to collect the souls, some creatures feigning death will rise and attack. Kill them and summon a total of four manahoars so that you can convert the scattered red souls here as quickly as possible.

Summon as many shrike as you can before Seerix strikes again. Target her with Lord Surtur and attack her melee with your shrike. As soon as the battle swings your way, attack Seerix with almost everything you've got. While she's away, collect all the souls you can and summon a full army.

Seerix attacks relentlessly and occasionally maneuvers behind you to get some licks in on your manaliths and altar. When you can, use your guardian





spell to assign a creature to each structure you want to protect so that you can push onward without too much worry.

The enemy altar is beyond the next pair of manaliths. Take them both by attrition or bypass them and head straight for Seerix's altar. Desecrate it, and the level will end. If you beat this level within the first ten minutes, Stratos will offer you a boon.

Persephone Mission 3

Mission Title: Magmar

Objective: Defeat Ambassador Buta

Mission Attributes: +2 to Persephone, -2 to Pyro, -1 to Charnel, -1 to James, -1 to Stratos

New Units: Troll

New Spells: Grasping vines

Grasping vines is a great way to ensure that, even after a square battle, at least one enemy will remain behind for your converting. When an enemy wizard flees a battle, ensnare one retreating enemy in your vines. Wizards who have shielded themselves with an armoring spell will be immune to grasping vines, but few creatures ever have the same immunity.

Right off the bat, Persephone will offer you the services of Shakti, another wizard in her employ. If you accept the offer, Shakti will begin to assist you as you approach Buta's nearest manalith. If you do not, Persephone will bestow a boon upon you. If you call upon Shakti, Buta will panic and beseech the god Pyro for help; Pyro will answer to the tune of two phoenixes.

The first manalith is guarded by a pair of firefists, melee units that have no way of attacking flying units. A few summoned air units will take care of them without suffering any casualties. Build a manalith on this fountain and arrange your forces just out of range of the next manalith to the north, which is owned by Buta.

Ambassador Buta will begin to attack you once your units are within sight of his, whether or not you attack his creatures (although attacking will bring him



to you much sooner). Before you engage him, take a solo run up the hill northeast; a pair of blue souls hovers at its summit.



The hill overlooking Buta's closest manalith is a good spot to weather his first onslaught.

Buta is a relentless opponent; each time you defeat him, he will regroup and attack again as fast as he can. As soon as possible, destroy his closest manalith and build your own on the fountain. Guardian several creatures to the manalith and use this spot as your new defensive position.

Your guarded creatures will help you make short work of Buta's offensives, and you should collect as many souls as you can from his fallen soldiers. Once you outnumber him, build a manalith on the fountain to your west (assuming Buta destroyed it earlier); then attack as you're going up the hill. Desecrating Buta's altar ends the level.



Persephone Mission 4

Mission Title: Urghaz, the wild and rough homeland of the trolls

Objective: Find and confront Jadugarr

Mission Attributes: +2 to Persephone, -1 to Charnel, -1 to James, -1 to Pyro, -1 to Stratos

New Units: Gnome

New Spells: Rainbow

One great way to minimize your micromanagement is to use the rainbow spell that becomes available on this level. Cast it on one of your units, and the healing properties of rainbow will leapfrog to four other friendly creatures. Do not use it when only one of your creatures is under attack; the lower-level heal spell will be just as effective, and at a lower mana cost.

If you peek over the hill, you will see Jadugarr standing, with two guards, at the gates of his encampment. Before you descend the hill to confront him, build a manalith on the fountain straight ahead. Now circle his encampment to your northeast and head for the fountain in the distance.

Four storm giants will emerge from the surrounding and will attack; being melee creatures, they have little defense against air units. Kill them, convert their souls, and build a manalith on this fountain. (Note: Persephone frowns upon the killing of peasants for their souls, so leave the little group of peasants be.)

Back at the hilltop near your altar that overlooks Jadugarr, look northwest for yet another free mana fountain, which is down in a valley. Build a manalith there, then climb the hill to Jadugarr's manalith.

Confronting Jadugarr at the main gate will certainly get the ball rolling, but a safer bet is to run a bit north of Jadugarr's hillside manalith - you will trigger a cutscene in which he and you will talk.

Mid-Mission Objective - Defeat Jadugarr: After you talk, mutants will appear near the manalith and attack. Approach them without attacking, and you will gain their aid. Plus, Persephone will bestow a boon upon you at the end of the mission for being merciful.





Jadugarr's main force will attack up the hill, but the mutants and a few summoned creatures will cut them down, with Jadugarr hard-pressed to recover the souls before you do. Now, with the help of the mutants, working your way inside the camp and desecrating Jadugarr's altar will not be difficult.

Persephone Mission 5

Mission Title: Golgotha, the forbidden site of the demon gate

Objective 1: Destroy the demon gate

Objective 2: Slay Astaroth

Mission Attributes: +2 to Persephone, -2 to Stratos, -2 to Charnel

New Units: Gremlin

New Spells: Rain of frogs

Like the ancient plague of Egypt, rain of frogs does not distinguish between friend and foe. Nor do the frogs merely thump down to the earth; these frogs are more nefarious than that. Frogs hop to the nearest creature, whether friend or foe, and climb aboard, slowing that creature down for a few moments before exploding. Use this spell only on enemy groups, especially groups that are not moving quickly from spot to spot. Guardianed creatures are a prime target for rain of frogs.

As the mission begins, a female wizard named Abraxus is fighting with a male wizard named Acheron. Meanwhile, the demon Astaroth stands guard over the demon gate, which is on the far end of the map from your altar.

To begin, seek out any nearby unclaimed fountains and build manaliths on them. Now follow Abraxus' army as it heads out to fight Acheron. Help Abraxus, but concentrate on claiming any mana fountains that become available before Abraxus can claim them for herself.

Once Acheron has been pushed back to his altar and all his manaliths are your alliance's possession, seek out the demon gate. Abraxus will stay by Acheron's altar. A collection of necryls guard the gate, as does Astaroth. Until the gate is destroyed, Astaroth cannot take damage.





Before assaulting the gate, however, send melee units in to clean out the necryls. Keep Astaroth busy (with spells like grasping vines or the special ability of your gremlin) while you convert their souls. Once all of Astaroth's friends are gone, attack the gate itself (while still keeping the demon busy).



Take out the necryl guards and convert their souls before you destroy the gate.

Mid-Mission Objective - Defeat Acheron and Abraxus: Once the gate is destroyed, you will find that Abraxus turns against you, due to her loyalty to her god Stratos. You may end this level by killing Astaroth, or you can let him live while you do battle with the wizards Abraxus and Acheron. Defeat the wizards, and Persephone will grant you a boon.

If all you'd like to do is kill Astaroth, use air units against him - he is a melee unit, so he cannot retaliate. Cast the grasping vines spells, if you have it, to



keep him still as you attack. The best is to have him entangled in vines as the gate falls so that he cannot wander far once the cutscenes end.

If you intend to stick around and banish the wizards, remember that desecrating their altars is not enough; a wizard whose altar is undergoing desecration must be killed for the altar to fall.

Persephone Mission 6

Mission Title: Dys, the capital of Stygia, a place of death

Objective 1: Defeat Seerix

Objective 2: Defeat Acheron

Mission Attributes: +2 to Persephone, -1 to Charnel, -1 to James, -1 to Pyro, -1 to Stratos

New Units: Mutant

New Spells: Healing aura

Even better than your rainbow spell is healing aura, which causes a particular friendly creature to radiate a healing spell to friendly creatures around it. Before you send in the troops, cast this spell on your toughest creature (and have your other creatures guard it) or on a creature that isn't likely to be attacked immediately (like a creature that tags along behind the others and that is set to guard them).

Both Seerix and Acheron possess altars on this level, and you must desecrate them both if you are to win the day for Persephone. Alternately, once you defeat Seerix, Charnel will give you the option of joining his side for the duration of the single-player missions.

Quickly explore the area for unclaimed mana fountains. A fountain northwest (as you stand in front of your altar that faces the unexplored map) is yours for the taking.

Seerix and Acheron both will assault your position, even if you do not act aggressively. Fortunately, you have Toldor, the ent, on your side. His special ability (to protect all those near him) and his brute strength and stamina will be the key to winning these first battles. Let Seerix and Acheron come to you and





use Toldor to kill each wizard as soon as the battle turns in your favor. Killing the wizards will let you freely convert enemy souls.

Once you have captured the majority of the map's available souls, explore your surroundings. Destroy enemy manaliths, build your own, and seek out the zombie village at the far end of the map from your altar (you can collect quite a few souls there).

When Seerix and Acheron have no available souls, desecrate Seerix's altar. Charnel will ask you to join him, and if you do, you get a boon - and the level ends. If not, you must destroy Seerix and then get ready to attack Acheron's altar.

A manalith beside his altar is protected by quite a few abominations and styx. Create as large an army as you can before you attack. The key to destroying the guarded manalith is Toldor. His ability to protect nearby creatures and his good health will win the day for you. Ask the rest of your army to guard him and send him in to attack not the guardians, but the manalith itself. Use his special ability and cast your new spell (healing aura) on him. Focus all your mana energy on keeping Toldor alive; as he attacks the manalith, the guardians will die.

Persephone Mission 7

Mission Title: Crossroads of Abaddon

Objective: Kill the three hellmouths

Mission Attributes: None

New Units: Ent

New Spells: Vinewall

The vinewall spell can be cast on an enemy creature, enemy structure, or on the land itself. From the targeted point, a wall of vines, which is parallel to your field of view, will sprout from the ground. Enemies that are caught in or that enter the vines will be individually ensnared in a small bunch of vines - essentially, you are casting grasping vines, the lower-level spell, on a long and thin region.





There are three hellmouths on this level, a pair of them by one village and a single one by another village. The villages are on opposite sides of the map, and heavenly beacons indicate the hellmouths' positions. Sorcha's altar is on a peninsula like your own and is symmetrically opposite yours on this circular map.

From your altar, you can peek down into the valley and see a mana fountain. As you face the fountain, you'll see a small village, which is to your left and up the circular valley - it is occupied by four zombies. Build a manalith on the fountain below after you guardian your creatures to your altar. Then run to the village, slay the zombies with your low-level offensive spell, and build a manalith there.



Guardian some creatures to your altar to help fend off Sorcha.

Do all this as quickly as possible and teleport back to your altar to defend it against Sorcha's attack. It may take you several battles before you are able to



snatch a few of Sorcha's souls during her incessant attacks. Once you have numerical superiority, you can start spreading out on the map.

Take on the lone hellmouth first by using ranged units to strike him from out of the air. While your ranged units shoot, use an ent, if possible, to protect them with his special ability. Heal your ranged units as they fight. Once the hellmouth is dead, gather its souls and the souls of dead villagers around the area.

If you banish Sorcha, you will remove her as a threat, but finishing this level does not require banishing her. Take down the other two hellmouths on the other side of the map to end the mission. If you are low on available souls for this task, bear in mind that hellmouths fire slowly, and generally at their nearest target. Offer yourself as a target when you are shielded or build a manalith on the fountain near them and use the manalith's bulk to protect you.

Persephone Mission 8

Mission Title: Helios, the capital of Pyroborea and primary weapon testing grounds for Pyro

Objective 1: Defeat Buta

Objective 2: Defeat Sorcha

Mission Attributes: None

New Units: None

New Spells: Charm, meanstalks

Without your two new spells, this mission would be very difficult indeed. Charm, when cast on an enemy creature that does not die during the spell, will suddenly cause the creature to join your side. Even if the charmed creature is in the midst of an enemy force and dies quickly, its soul will emerge blue. Combining charm with your shielding spell (skin of stone, ethereal form, etc.) is the most effective way to perform such an attack.

Meanstalks, on the other hand, simply causes chaos. Four giant tendrils sprout from the ground and, reaching down, capture friends and foes alike and toss them like dolls. Cast this spell only in the middle of enemy forces, because the tendrils do not care whom they grab. This spell is very effective





for assaulting guarded manaliths, because the guardians will be occupied as your forces rush in.

A manalith right beside your altar is where you will most likely defend against the first attack by Sorcha. Judicious use of your two new spells will be what gives you the upper hand in these first few fights. Straight ahead is a mana source, possibly claimed by Sorcha already, which should be your next target. South of that is a third source; approach it alone, because your presence triggers a volcanic eruption. If you're alone, you won't lose your valuable units.

Sorcha possesses a manalith that is near your second manalith, which you should claim from her. Attack with the meanstalks spell before you send in your troops; or charm each guardian one by one. Her altar is nearby, over the ridge, and it has a guarded manalith near it. Again, charm the guardians or meanstalk the area; then desecrate her altar.

The road to Buta's altar passes through the four magnafryers. He may attack before you assault the magnafryers, in which case you should fall back to the nearest manalith until you have captured many of his souls. To defeat the magnafryers, use quick units (druids, gargoyles, icarus, and so on) and gather your lost souls as you go. If your force is decimated, gather the souls and regroup before attempting the next magnafryer.

You should have plenty of souls available to you once Buta has been pushed back to your altar. If he still has a force, guard several of your creatures to the manalith in the middle of the magnafryers and hold him off, claiming his souls. You will probably have to take out both manaliths by his altar before attempting to desecrate it, since he'll be close enough to destroy any sactodots you set in motion around his altar otherwise.

Persephone Mission 9

Mission Title: Thryhring, the capital of Emphyrea, homeland of Stratos

Objective 1: Defeat Abraxus

Objective 2: Defeat Hachimen

Mission Attributes: None

New Units: Dragon

New Spells: None



Like all flying creatures, dragons have the ability to hit any kind of enemy unit, whether it's melee, ranged, or airborne. This feature, combined with a dragon's powerful attack and tough skin, make this unit your weapon of choice on this level.

Construct a manalith on the fountain next to your altar, then guardian your dragon to it. Summon another dragon, but do not guardian it to the manalith. Rather, wait for Hachimen to attack and then use it to fight the abominations that are hurling their intestines at you from the hill. Stay behind your manalith as much as possible, healing your two dragons from this vantage point.



Dragons are the only creature you need to summon on this level.

Once Hachimen's first attack is over, collect whatever souls are here and poke your nose up over the ridge. A single soul in a nearby igloo village will provide



you with a little boost. If Hachimen did not leave many souls behind, wait for his next attack. Do not venture far until you have claimed most of his army.

Mid-Mission Objective - Defeat Jadugarr: As you gain souls, summon more dragons. Abraxus may attack you soon, or she may wait until you threaten one of her manaliths. In either case, use your most powerful spells to thin her army and send in your dragons. When you push her back to her altar, Jadugarr will appear on the scene. You will win this mission when you have desecrated all three enemy altars.





Chapter 6

Pyro Missions

It goes without saying that Pyro loves flame, smoldering ambers, charred remains - anything hot and on fire. Many of Pyro's units and most of Pyro's spells revolve around some form of fire. Pyro's high-level spells offer intriguing possibilities. Blind rage can turn enemy units against each other, and the devastating volcano can decimate an entire army or heavily guarded manalith or altar. Pyro begins his campaign against Persephone early and must challenge James to erect his powerful new device, the pyrodraulic dynamo.

Pyro Mission 1

Mission Title: Daven, the sacred home of the Daven tree

Objective 1: Strike down all who resist

Objective 2: Claim the forest for Pyro

Mission Attributes: +2 to Pyro, +1 to Charnel, -2 to Persephone, -1 to James, -1 to Stratos

New Units: Cog, spitfire, flame minion

New Spells: Fireball

You're ordered to overtake the town, as well as Daven and its forests for Pyro. A spitfire is sent ahead to scout the location of the village and its defenders. As the mission opens, the spitfire returns with news - the village lies ahead with two entry points, a bridge to the west and a valley to the north. You're offered a set of Pyro's low-level units - the melee cog, the ranged flame minion, and the spitfire, an air unit.

Upon gaining control of your wizard, move to the mana fountain and construct a manalith, which is required to charge your wizard's mana to cast spells, convert souls, and create new units. Next, produce manahoars, which act like



a bridge between your wizard and the manalith - the manahoars help recharge your mana away from the manalith.

Produce two manahoars, then use other souls to create additional cogs, flame minions, or spitfires. Assemble them together in a preset group depending on type; for instance, place the flame minions in their own group so that you can easily specialize their attacks with melee fighting ranged units, ranged units fighting air units, and air units fighting melee units. Proceed into the village; then meet Faestus, a new ally, and receive a new objective.

Mid-Mission Objective - Keep Faestus Alive: Faestus joins your cause, and you can add him to your unit groupings. Explore the village and kill the villagers with your fireball spell. Convert the red souls and produce additional combat units when the souls become available.



Rampage through the village and eliminate its inhabitants.



As stated by the spitfire scout, there are two routes into the Daven forest - the bridge beyond this village and a valley to the north. An ambush lies inside the valley, but you shouldn't have trouble fending off the attack after converting the villagers to usable souls. The bridge contains three guards. Concentrate fire on the druid guard to prevent his call for reinforcements. Destroy Persephone's manalith behind and construct your own on the exposed fountain.

Enter Daven and watch the cutscene as your wizard speaks to the citizens. You're offered a choice to forgo this destruction and ally with Persephone or continue the attack and destroy the sacred tree. Allying with Persephone means gaining the druids and rangers but losing your own units - you're basically switching sides, and you must defend the tree against the Pyro units you just created.

Mid-Mission Objective - Destroy the Daven tree: Choose to destroy the tree if you're faithful to Pyro. Take the time to eliminate each ranger, druid, and villager before moving against the tree itself. You don't need to convert all the souls, because the tree's destruction ends the mission. Eliminating all Daven inhabitants grants you a reward from Charnel; the destruction of the sacred tree ends the mission in victory.

Pyro Mission 2

Mission Title: Urghaz, the wild and rough homeland of the trolls

Objective: Desecrate Yogo's altar

Mission Attributes: +2 to Pyro, -2 to Persephone, -1 to Charnel, -1 to James, -1 to Stratos

New Units: Tickferno

New Spells: Fireform

Pyro requests that you seize the troll-breeding grounds, which are located in Urghaz. To do so, you must combat the local wizard, Yogo, who will oppose you and defend the troll-breeding grounds from your attack. You begin in front of your altar, which must be defended from attack - not so much in this round, but definitely in later rounds. You can defend the altar with guardian creatures. Your altar (until shrines are available) also serves as the sac-doctors' home for converting captured souls.





Move forward and build a manalith. You begin with a couple of manahoars, but you may wish to produce a third one or more. Select your tickferno and order it to guard your wizard so that it follows you into battle. Use available souls to produce an assortment of low-level creatures, particularly air units to battle the trolls present here - the troll is a melee unit and is quite vulnerable to air assault. Produce these units quickly, because you're attacked early on by trolls and possibly even Yogo himself.

Assist your units with the fireform spell, which places a shroud of fire around your wizard. You can use it offensively by walking next to enemy units - the enemy units will be damaged by the aura. Against the enemy units, you should also use the other low-level spell, which would be fireball if you have remained on the Pyro track.

Convert all red souls to produce additional units when available - you'll need them for the push against Yogo. Explore the nearby landscape and uncover additional Yogo manaliths. Destroy them and any defenders, then construct your own manalith in its place. Yogo may maneuver behind you and attempt to clear out your manaliths. If your buildings are under attack, teleport or speed up to return quickly and fight Yogo off.

Spot Yogo's altar, which is flanked by a few manaliths, some with guardians. When attacking a guarded manalith, weaken the guardian with spells as you move in to attack. Concentrate the attack on the guardian and finish off the manalith once it's unguarded. Replace all Yogo manaliths with your own, or he may venture around the map and replace his own manaliths.

Yogo and a few trolls and druids may attempt to stop your push toward the altar. Defend them with your unit group by using air units against the trolls and ranged and melee units against the rangers. Defeat Yogo, and he'll reform at the altar or a manalith. Approach his altar and cast the desecrate spell on a tickferno. Defeat Yogo after the desecrate spell has been activated to defeat the enemy wizard and gain victory in the mission. You may also receive a reward based on performance.

Pyro Mission 3

Mission Title: Karn, a border fortress, protecting the residents of the Glebe



Objective: Take the firefists to James' champion

Mission Attributes: +2 to Pyro, -2 to James, -1 to Persephone, -1 to Charnel, -1 to Stratos

New Units: Firefists

New Spells: Ring of fire

You're ordered to attempt to negotiate an alliance with James; you'll do so by offering the god's champion a contingent of firefists. As the mission opens, you meet Empress Sorcha, an ally to Pyro, who will accompany you on the mission and assist you in battle if the negotiation goes awry. Your new unit for this mission is in fact the firefist, a powerful melee unit that requires support from your lower-level ranged and air units. Cast the new spell, ring of fire, to envelop an enemy unit in flame, slowly doing damage.



Stick around Sorcha, and she can assist you in the mission's tough battle situations.



Begin by approaching the mana fountain ahead and constructing a manalith. You may also wish to produce extra manahoars. Finish off your soul inventory with a mixture of melee and ranged units. Sorcha's group contains the firefist offering - you aren't expected to create the firefist offering yourself. After organizing and grouping your forces, proceed beyond your manalith to trigger the arrival of two gargoyles. Grakkus, James' champion, has sent two gargoyles to greet and escort you and the firefist offering to James' camp. After speaking with the gargoyles, follow them and spot a second mana fountain.

Stop and build a second manalith on the mana fountain. You won't lose track of the gargoyles. Even if you lose sight of them, just keep moving toward the village, and you'll locate them again as well as Grakkus. When you reach the village, approach Lord Grakkus to initiate the cutscene. Offer Grakkus an alliance and watch the firefists go to work - apparently, you aren't the best negotiator in the business. After the poorly received meeting, you receive a new mission objective.

Mid-Mission Objective - Defeat Grakkus: You don't have long before Grakkus returns with an entourage. Spot the nearby mana fountain and construct a shrine. This structure will serve as soul-converting grounds - sac-dctors won't have to return all the way to your altar to convert an enemy soul to a usable friendly unit. Take out the villagers (Sorcha has probably already started) and convert their souls into your own units. Produce additional firefists, as well as ranged and air units to support them, and combat incoming gargoyles.

When Grakkus returns, battle his units and use ring of fire and other offensive spells to weaken incoming units. Make sure you retreat to Sorcha as Grakkus approaches so that she's involved in the battle. Taking on Grakkus yourself will be quite difficult. Ranged units, as well as firefists, make an excellent combination. Conduct the battle against Grakkus and convert enemy souls to increase your army size.

Push him back through the valley and locate his altar just beyond. Take out the nearby manaliths and replace them with your own. Approach his altar and cast the desecrate spell on a firefist. Order all units against Grakkus to vanquish James' champion. At the end of the mission, James appears and offers you a reward - a forgiving James sees the failed negotiation as "not your fault."





Pyro Mission 4

Mission Title: Orgren, a series of small villages, famous for the quality of their granite

Objective 1: Capture 20 slaves

Objective 2: Faestus must survive

Objective 3 (optional): Deliver message to Sorcha

Mission Attributes: +2 to Pyro, -2 to James, -1 to Persephone, -1 to Charnel, -1 to Stratos

New Units: Pyromaniac

New Spells: Dragonfire

Since the negotiations with James were a bust, Pyro decides to go on the offensive and steal "souls" from James to use on Pyro's superweapon, the pyrodraulic dynamo. Charlotte, an enemy wizard, is in the area, however; it's advisable that you deal with her before attempting to capture the farmer slaves. The location of slaves can be seen on the minimap - just follow the flashing arrows. But don't move away from your altar and go after those slaves just yet. Explore the area around your altar to locate several mana fountains; construct manaliths at each as well as any desired manahoars.

Both the new unit and new spell in this mission are quite powerful. The pyromaniac is an extremely effective ranged unit that complements Pyro's melee units (or any other god's ground force) perfectly. Dragonfire invokes the power of a dragon-shaped flame, which soars and attacks the selected unit - an important tool against Charlotte's long-range, boulder-hurling units.

Stick close to your altar and even consider a few guardians. When you spot enemy units on the minimap, approach and goad them into attacking. Retreat to your altar or guarded manalith and repel Charlotte's attack. Collect the dead souls and cast the convert spell. Reinforce your army with additional ground, air, and pyromaniac units. Repeat the process - let Charlotte attack, convert her dead souls, and produce units - until you have a full preset of units.

Explore and locate Charlotte's manaliths. Defeat any guardians and then the structure itself - replace the manaliths with your own (or shrines). Should you



encounter farmers, ignore them for now and keep searching for Charlotte's manaliths and, eventually, her altar. When you locate her altar, take out the manaliths (replace them) and then move against her altar. Select a pyromanic or high-level melee unit and cast the desecrate spell. Concentrate all firepower on Charlotte to banish her from the realm.

Now search for the farmers to capture as slaves. Use the minimap and follow the flashing arrows. When you locate the farmers, approach them, and your wizard will threaten them. The scared farmers will move to your altar and become slaves to Pyro. Should a group of farmers oppose you, simply kill one to get their attention.

Search the area beyond the farmers located east of your altar to spot Sorchia at a dead end on a high cliff. Approach Sorchia to deliver Pyro's message. Pyro talks Sorchia into continuing their alliance. The mission ends once 20 farmers have been captured as slaves. Locate and approach Sorchia and receive a bonus reward from Pyro.

Pyro Mission 5

Mission Title: Cindercrag, home to Pyro's research and development mission

Objective 1: The pyrodraulic dynamo must survive

Objective 2: Bring ten slaves to the dynamo

Objective 3: Defeat Charlotte

Objective 4: Defeat Grakkus

Mission Attributes: +2 to Pyro, -2 to James, -1 to Persephone, -1 to Charnel, -1 to Stratos

New Units: Pyrodactyl

New Spells: Explosion

You arrive for the debut of Pyro's superweapon, the pyrodraulic dynamo. Unfortunately, it requires some finishing touches before it's complete and ready for operation. Pyro needs more slaves; gather them from the factories around the map and lead them back to the dynamo. You need ten slaves to complete the dynamo and get the device online. You then have five minutes before it is activated and assists in your mission efforts.





You face two wizard adversaries during the mission, the James-friendly Grakkus, as well as Charlotte once again. Both will leave you alone for the first part of the mission, but expect to encounter one or both on patrol; you will eventually have to move against their altars. You're offered the pyrodactyl, a sturdy air unit to complement your melee and ranged troops. A little pricey at three souls, but it can implement a vicious oil attack to blind enemies, which makes them more susceptible to ranged attacks.

Approach the mana fountain and construct a manalith. Reinforce your manahoars with an additional unit. Produce a few pyrodactyls, as well as melee and ranged units. You have a small force, and one that wouldn't fare well in a battle this early. Don't seek out Charlotte or Grakkus - instead, it's time to head to the factories. You'll spot them as flashing arrows on the minimap or with beam indicators on the game screen.



Search the area around each factory to order the workers back to Faestus.

BACKWARD**FORWARD**



To capture slaves, simply approach them. The slaves will follow you; watch the minimap to make sure they're keeping up with you. Locate the pyrodraulic dynamo, which lies east of your altar and beyond the first and second factories. You snag only three slaves at a time - you'll have to visit four factories to fetch them all. As you approach the dynamo, you'll notice that Pyro defends it well. These units should easily fend off any attacks from Grakkus and Charlotte.

During your travels between factories, you may encounter Grakkus or Charlotte. Stay away from their heavily defended manaliths and altars. Fight them close to your manaliths or shrines and convert enemy units quickly to bolster your army. You'd like nearly two full presets to defeat both wizards easily. Explore the map and destroy enemy manaliths and replace them with your own.

After sending ten slaves to the dynamo, it starts to charge with a counter that indicates five minutes remaining. At the end of the countdown, the pyrodraulic dynamo attacks one of the enemy wizard's manaliths and altars, weakening its defenses. Wait until this moment before assaulting. Meanwhile, just stay back and let Grakkus and Charlotte come to you - kill the enemy units and convert souls.

The dynamo significantly weakens enemy defenses (and creates red souls if you can get there quickly). Move in against the damaged base and destroy the guardians and the manalith; then create a pyrodactyl to desecrate the wizard's altar. Place your own manaliths or a shrine over the mana fountain. Assault the second base - you should have plenty of units and power at this point. Weaken defenses with spells and then attack; approach the altar and cast the desecrate spell. Finish off the wizard to complete the mission.

Pyro Mission 6

Mission Title: Agothera, the capital of the Glebe, past bastion for the forces of James

Objective 1: Defeat Grakkus

Objective 2: Defeat Charlotte

Mission Attributes: +2 to Pyro





New Units: Bombard

New Spells: Firewall

You're ordered into Agothera to deal with James, who refused previous negotiation attempts. Pyro showed his might with the pyrodraulic dynamo in his previous mission and now attempts to overtake James on his own turf. To do so, you must lead your forces against two wizards, whom you've faced before - Grakkus and Charlotte. Thankfully, attacks don't come immediately. Instead, you must explore the nearby valleys, encounter enemy ambushes, and use converted souls to increase your army.

Your new unit, the bombard - which requires four souls - launches fiery artillery from long range. Firewall, the new Pyro spell, covers the selected ground with flames, which cause damage to all enemy units underneath. Both will prove useful during the mission; don't hesitate to use a few bombards in your unit groupings and support them with high-level melee and air units (as well as closer-range ranged units).

Begin the mission by building a manalith at the mana fountain ahead. Use available souls to create a few melee and ranged units to support your bombard and other free units (you may also need an extra manahoar or two). Group them and proceed through the fall to the west. Keep moving (use speed up on the bombard to quicken its pace) till you spot the mana fountain ahead. Wait until all your creatures have caught up, then approach the fountain to trigger the ambush.

Enemy units surround you. Concentrate all firepower on a nearby single unit. Cast spells to quickly assist in their destruction. There's no enemy wizard around, so don't worry about enemy souls being returned to their host. Collect any souls of your own and replace them with new units. After defeating the ambush, convert enemy souls, build a manalith on the mana fountain, return to your altar, and wait for the sac-doctors to complete their job. Make new units with your converted souls.

Explore the other valleys for additional ambushes and collect their souls. Return to your altar between each exploration, because an attack comes soon from either Charlotte or Grakkus - or both. You're better off conducting this huge battle at your altar with the help of a manalith (with optional guardians) and quicker conversion of souls (cast speed up on sac-doctors to increase the process slightly). The battle is quite tough, and you will need to use powerful offensive spells quickly and frequently and will need to replace your destroyed



units fast. You also need to heal your own units with the preset menu to keep units healthy, because you're likely to be outnumbered.

Collect souls and convert them - stay at your manalith and altar and fend off more attacks until you possess an army of 20 to 24 units. Start pushing through the valley and destroy encountered manaliths - replace them with your own. Encounter Charlotte or Grakkus' altar and take out its defenses (if any exist) and clear out neighboring manaliths. Altar defenses are tough; weaken them with spells as you advance and attack with your units. Desecrate the enemy altar at the earliest opportunity. Finish off the second enemy wizard - you should have an overwhelming unit advantage. Desecrate the second altar to complete the mission and receive a boon from Pyro.

Pyro Mission 7

Mission Title: Arborea, the gateway to Idylliac and ancient home to the ents

Objective 1: Defeat Abraxus

Objective 2: Defeat Shakti

Mission Attributes: None

New Units: Warmonger

New Spells: Rain of fire

You're ordered to Arborea to deal with Abraxus and Shakti - dealing with them is an understatement, because you're under aggressive attack almost immediately! You receive an impressive new unit for the mission, a warmonger, which fires a machine gun at medium range. In groups, the warmonger can dish out heavy damage; monitor its health and continually cast the heal spell to keep it active. Your new spell is the rain of fire, which drops fire and meteorlike rocks on your target; the spell lasts for several moments and can inflict large amounts of damage.

Immediately move to the mana fountain and construct a manalith. Cast the guardian spell on the warmonger and assign it to a specific attack group. Use other remaining souls to produce a second warmonger or a long-range artillery unit if available. Though the objective indicates that you must destroy Abraxus and Shakti, in reality you must hold off their attacks only until they're removed from the map by other forces (as you will see later in the mission).



The manalith guardians should hold off the initial attack. Focus your attack on the enemy wizard - then eliminate the units, and you will be able to convert the red souls more easily (there won't be an enemy wizard roaming quickly around and scooping them back up). Use the souls to bolster your guardians a bit more. Guardians are quite powerful, both offensively and defensively. Keep them assigned to a specific attack group and order them to concentrate fire on the incoming units. Don't hesitate to use your spells, especially the new rain of fire.



Replace destroyed enemy manaliths with your own and defend them with guardians if you wish.

Don't mount an offense - keep defending at the manalith, keeping guardians fresh and using extra converted souls for more summoned units (which you can choose to guardian, if you wish). At some point during the mission, Abraxus will abruptly exit the mission area - which is a good thing, because now you must deal with only Shakti! During this brief pause, take the time to



explore out of your start position to locate additional manaliths and even some peasants who are loyal to Persephone. You can kill them for additional souls. You should return to your guardians, though, as soon as an enemy appears on the minimap.

You don't need to advance against Shakti either. Just keep defending your position at the guardians and the manalith. Heal and replace your guardians as necessary and convert as many red souls as you can. Eventually, a cutscene interrupts the mission - an unknown force destroys Shakti. This mission concludes in a strange fashion and sets up Pyro's next battle. Effective defense is the mission's key. Don't venture out too aggressively; stick near your manalith and use guardians to ward off attacking forces.

Pyro Mission 8

Mission Title: Idylliac, the capital of Elysium, Persephone's final stronghold

Objective: Defeat Jadugarr

Mission Attributes: None

New Units: None

New Spells: Blind rage, volcano

Pyro sends you to Idylliac, Persephone territory, and you encounter Jadugarr, her powerful champion. Orders are simple - defeat Jadugarr, even though Pyro's plans don't exactly end as he thought. Moments after the mission begins, you're under heavy attack; thankfully, you're equipped with a pair of powerful new spells. Blind rage can cause enemy units to attack one another.

Even more devastating is the volcano spell; simply click on an enemy unit and a volcano erupts on the spot. Volcano can demolish a whole armada of units in a single blow. Better yet, the spell lasts a while, giving you time to prepare your forces for any enemy units that survive. Volcano is your best bet in stopping the first assault from Jadugarr.

First, you need manalith; then a guardian. Move to the mana fountain and construct a manalith. Produce a manahoar and then summon your best ranged unit (preferably a warmonger if you're following the Pyro path). You won't have time for much else. Assign the guardian to a group, then turn toward the hill and path beyond the manalith. Jadugarr enters from this path.





At the sight of incoming enemies, cast the volcano spell. You should clear out most, if not all, of the attacking force.

Quickly convert some red souls and use them for additional guardians (three to four should do). It doesn't take long for Jadugarr to return. Continue to defend the manalith position with your guardians. Use spells to assist your defending units and drive Jadugarr away at every turn. He may leave red souls behind; quickly convert them so that you can turn them into your own summoned units.

During the pause between attacks, locate the island west of your start position. You'll notice a mana fount along with an erected manalith and some peasants. Cast the teleport spell (on the island's manalith) to move over. Build a shrine on the mana fountain. Kill the peasants with a low-level attack spell and convert their souls. Teleport back to your start position when you're finished or if Jadugarr returns to your base (and appears to be a threat).

Push Jadugarr back again and use converted souls for a mixed group of offensive units. Not long after you push Jadugarr back for the third or fourth time, a cutscene interrupts gameplay and shows Jadugarr leaving the mission area - he instructs Hachiman to complete the task of destroying you. With the cutscene comes a new mission objective.

Mid-Mission Objective - Defeat Hachiman: The volcano spell takes a while to recharge, so you shouldn't use it after that first Jadugarr assault. You should use it when Hachiman has been declared your new opponent - he arrives shortly with a large squad of enemy units. Stand your ground at your guardians and use the volcano spell to pummel Hachiman's forces. Collect red souls and convert them. It's ideal to possess around 20 to 24 units as you begin to push against Hachiman.

Exit your start position and produce a manalith at the mana fountain. Continue forward, slowly, pushing Hachiman back after each attack. Attack Hachiman as he approaches and concentrate all fire on the wizard. Once he's banished temporarily, turn your attention to his minions. Kill them, and you'll have free reign on his red souls - at least until he returns.

Be careful around Hachiman's guarded manaliths. The outer manaliths contain bombards, long-range artillery units - very devastating when boosted by the guardian status. Use spells to weaken the bombards and send in air





units to be most effective. Ground and range units will work, but you may suffer large losses, which you will have to replace before Hachiman returns.

The manaliths near Hachiman's altar are guarded by phoenixes. Choose the path left or right around his altar - there's no need to face both well-defended manaliths. Use the volcano spell to take out the phoenixes (or at least weaken them for your follow-up attack), then replace the manalith with your own. Desecrate Hachiman's altar, then locate the wizard on the map. Destroy him to banish him once and for all and send Pyro to the campaign's last unique mission.

Pyro Mission 9

Mission Title: Thryhring, the capital of Empyrea, homeland of Stratos

Objective 1: Defeat Abraxus

Objective 2: Defeat Acheron

Objective 3: Defeat Sorcha

Mission Attributes: None

New Units: Phoenix

New Spells: None

Pyro sends you to Thryhring, the homeland of Stratos, along with Sorcha (or so you think) to combat the final remaining wizards and gods. During the opening cutscene, Sorcha betrays Pyro, allies with Abraxus and Acheron, and becomes a staggering third wizard to battle during the mission. The key to the mission is effective defense at the outset. The enemy outnumbers you by a lot, and it will continue to mount attacks early in the mission.

To defend the attacks, you must employ guardians at the manalith. You receive two free warmongers. Immediately move them to the mana fountain. Construct a mana fountain and cast the guardian spell on both warmongers. Use your available souls to summon a phoenix, a new powerful air unit for Pyro. Two warmongers and one phoenix should be sufficient to hold off early attacks. As you gain more souls, add another phoenix or warmonger. Be sure to monitor its health and heal the additional unit as necessary.

Don't advance toward the enemy altars. Defend with your guardians and start producing additional warmongers and phoenixes to use in mobile attack



groups. You will be able to accumulate a lot of souls by simply holding back and defending your altar. Convert these souls to amass 20 to 24 units (made up mostly of warmongers and phoenixes) before you head out in search of enemy altars.



Use guardians and assume the role of defender until you convert enough enemy souls to summon a large army.

At some point during the mission (likely when it's looking the most bleak), Acheron suddenly vanishes – you assume destroyed by Marduk. you have to deal with only Sorcha, the traitor, as well as Abraxus. Start moving away from your altar when you have a sufficient attack force. Begin by combing the map for enemy manaliths. Destroy each and replace them with your own manalith. Use excess souls to summon additional manahoars.

Sorcha's altar lies closer; choose it first in your assault. Phoenixes, guardians at the manaliths, protect Sorcha's altar. Cast Pyro's volcano spell to destroy



them or use blind rage (which forces friendly units to attack one another) and attack with your own units during the confusion. Destroy both manaliths and replace them with your own. Cast the desecrate spell on a phoenix at Sorcha's altar. Find her on the map (unless she retreats to Abraxus' protection) and banish her for good.

All that remains between you and the final mission is Abraxus' altar. Move beyond Sorcha's altar and follow the mountains and valleys toward Abraxus' well-fortified home. Locate the idol to Ashur along the way. Several snowmen have some comments to make. Kill them afterward and convert their souls for your use. You may want to erect a shrine at a mana fountain so that you can convert enemy souls more quickly.

Before you attack Abraxus' altar, wait until the volcano spell has recharged. Cast the spell to destroy any remaining units and guardians. Also cast the blind rage spell and attack with your own units during the confusion. Approach Abraxus' altar and cast the desecrate spell on a phoenix. Locate Abraxus during the process and banish the final wizard on the map. The mission concludes in victory once all objectives have been completed.





Chapter 7

Stratos Missions

Centering his units and spells on cold, wind, lightning, and other weather phenomenon, Stratos is a strange sort, and many of the other gods aren't sure what to make of him. Who are his allies and who are his enemies? While Stratos' campaign starts relatively normal, it soon appears that Stratos' may be craftier than he seems. Stratos' higher-level units have the ability to freeze enemy units, and his cloudkill spell can come in particularly handy against a large enemy force or manalith guardians.

Stratos Mission 1

Mission Title: Diallia, a haunted place, long-abandoned by the gods

Objective 1: Escort Sara Bella to each haunt

Objective 2: Sara Bella must survive

Mission Attributes: +2 to Stratos, -1 to Persephone, -1 to James, -1 to Pyro, -1 to Charnel

New Units: Frostwolf, sylph, brainiac

New Spells: Lightning

Stratos sends you to Daillia to assist Sara Bella in an exploratory mission. Sara Bella wishes to examine various local haunts to hear the stories of the ghosts within. Move toward the large brainiac ahead (at the manalith) to receive word from Sara Bella. You're requested to escort and protect Sara Bella from each haunt - check out the minimap and note the flashing arrows, which indicate the direction of each haunt. If you look at the game screen carefully, you can spot the glowing beams that indicate the location of each haunt.

Build a manalith at the mana fountain and summon a manahoar to send you mana. Group your units - which include Sara Bella, melee frostwolves, ranged sylph, and air unit brainiacs - together and proceed toward the closest haunt.





You will encounter enemy-scythe melee ground units along the way. You should have little trouble against the scythes - assist your units with a lightning spell to ensure an easier victory. Monitor the health of your units and cast the heal spell as necessary.

Once the scythes have perished, move to each red soul and use the convert spell to summon a sac-doctor to collect the soul and carry it back to your altar. There, the sac-doctors will convert the red soul for your use. Watch the upper right-hand corner and, when you receive available blue souls, create additional units (more frostwolves works well).



Escort Sara Bella to each haunt to complete the mission.

Approach the haunt, and Sara Bella will automatically perform her investigation. While she works, walk up against the mana fountain and construct a manalith to increase the flow of mana to your manahoars and, ultimately, to your wizard. You're free to move on once Sara Bella completes



her examination of the haunt. Locate the next nearest haunt on the minimap (or game screen) and start moving.

Another small battle takes place on the way to the next haunt. You should have more units after converting the red souls from the first battle. Heal your units as necessary and cast the lightning spell on the enemy units. Approach the next haunt and let Sara Bella do her work. Meanwhile, construct another manalith to increase mana intake.

Continue to each haunt and let Sara Bella perform her examination. You may face additional enemies. Simply concentrate your attacks on a single enemy as you use lightning against another. Convert red souls and increase the size of your army. Once Sara Bella completes her investigation, the mission concludes in victory. Remember that Sara Bella must survive and that it's definitely possible to get her killed. Monitor her health by assigning her into your preset group and watching the left-hand unit bar. If her health falls below half, cast the heal spell immediately.

Stratos Mission 2

Mission Title: Orchalchis, a border outpost that keeps watch over Surtur's keep

Objective: Rescue Lord Surtur

Mission Attributes: +2 to Stratos, +1 to Persephone (with award), -1 to James, -1 to Pyro, -1 to Charnel

New Units: Vortick

New Spells: Airshield

Stratos sends you to Orchalchis to help Lord Surtur, whom you learn has been ambushed by Acheron, an enemy wizard. You receive two manahoars and a free vortick, a new Stratos ranged unit. Your new spell is airshield, which forms a shield around your wizard and deflects ranged attacks; cast this spell before entering large battles to keep you relatively safe from enemy assaults. Rescuing Lord Surtur is your first mission objective. Walk forward and construct a manalith to begin the mission.

After constructing the manalith, proceed to the next mana fountain and build a second manalith. You have no available souls, so you can use only the vortick





until converting enemy souls. Spot the indicator on the minimap and game screen - this indicates Lord Surtur's position. Proceed toward the indicator, and a sylph scout will interrupt your charge. The scout indicates that Lord Surtur's group has been ambushed. Add the sylph to your attack group when she becomes available.

Lord Surtur has been captured by Acheron's sac-doctors, and he will be taken to Acheron's altar if you don't hurry. Lose Lord Surtur, and the mission ends in failure. Order your units to attack Acheron and his units while you move through the battle toward Lord Surtur and the sac-doctor. Use your low-level offensive spell (which would be lightning if you played Stratos mission 1) to attack the sac-doctor. Don't bother with converting red souls yet - go straight for Lord Surtur! Once the sac-doctor dies, Lord Surtur is freed from the sacrifice ritual, and he joins your party. You also receive new mission objectives.

Mid-Mission Objective - Lord Surtur must survive. Desecrate Acheron's altar: Persephone's units, which were assisting in Lord Surtur's defense, are offered to you. Add them to your attack groupings. If you can keep Persephone's units alive, she will offer you an award at mission's end. Convert the enemy red souls in the aftermath of the previous battle. It will take some time for your sac-doctors to collect and return to your altar (cast speed-up on the sac-doctors to increase their speed).

The remainder of the mission is just fighting battles against Acheron. Defend near manaliths (and add a few guardians if you possess spare souls). Convert Acheron's red souls for your use to increase the size of your army. Remember that Lord Surtur must survive. He's tough, but he can be killed - monitor his health closely and use the heal spell as necessary.

Acheron employs guardians on his manaliths. Peek at their type and summon counters. For instance, if they're melee units, use air units; if they're air units, use ranged units; and if they're ranged units, use melee units. Cast offensive spells to assist in the fight. Convert more souls to gain a greater advantage. Construct manaliths over exposed fountains.

Push Acheron back to his altar and cast a desecrate spell on a vortick. To banish a wizard for good, you must cast the spell on the wizard's altar and then defeat the wizard in combat. If you defeat an enemy wizard without desecration, the wizard can float to a friendly manalith or to the altar and





reform. Defeat Acheron (Lord Surtur survives) to complete the mission in success.

Stratos Mission 3

Mission Title: Surtur's keep, the ancient fortress of Surtur's keep, stands ever vigilant against the foes of Empyrea

Objective: Defeat Empress Sorcha

Mission Attributes: +2 to Stratos, -2 to Pyro, -1 to Persephone, -1 to James, -1 to Charnel

New Units: Squall

New Spells: Freeze

Stratos sends you to Surtur's keep to deal with Pyro's wizards - first Sorcha, then Ambassador Buta. You're offered a new unit, the ranged squall unit; its projectile can knock enemy units back and into the air, decreasing (and slowing) their ability to counterattack. Your new spell, freeze, can briefly freeze an enemy unit, which makes them highly vulnerable to attacks. Begin by constructing a manalith at the mana fountain ahead and produce low-level air units and an additional squall or two. The first enemy units to attack are melee firefists - air units are highly effective against them.

Convert these red souls for your use and produce additional air and squall units. You can even investigate the area behind your altar for several snowmen. If you're feeling especially evil, you can eliminate the snowmen and convert the souls into even more units. Maintain your position near your manalith and let Sorcha come to you. It's much easier to defend near your own altar and manalith (especially if you employ guardians) than to seek out Sorcha and her guardians. You should strive to have a large army before advancing out toward her altar.

Start moving out after you have accumulated a large force. Canvass the map for each manalith and produce additional manahoars if you have available souls. If you spot Sorcha on the map, let her come to you. Defeat her, then her enemy units, and convert all red souls. You may wish to construct a shrine on one of the mana fountains away from your base; this lets your sac-doctors return there to convert enemy souls.





Use the swirling gate to transport to Ambassador Buta's island.

Mid-Mission Objective - Defeat Ambassador Buta: At some point during the mission, Abraxus arrives to assist (if you beat Sorcha beforehand, Stratos offers an end-mission award). Furthermore, you receive a second objective - to eliminate Ambassador Buta. You should have enough souls and units to assault Sorcha's manaliths and altar. Proceed carefully and combine your attacks with low-level offensive spells and your new freeze spell. Replace destroyed manaliths with your own and desecrate Sorcha's altar with a squall. Defeat her in combat to banish her from the map.

Getting to Ambassador Buta is half the battle. His altar stands on its own island. You must locate a swirling gate to teleport to his island. Locate this gate, near Sorcha's altar, and send your wizard through. Make sure your units are ordered to guard your wizard so that they will follow him through. You may need to take several trips back and forth through the gate to gather all your units.



Seek out the nearest manalith and tear it down. Buta will be fresh and ready for a fight. Defend at your own constructed manalith if possible. If not, scoop up blue souls quickly and replace them. Weaken Buta and his units with spells and cast the heal spell regularly on your troops. Push Buta back to his altar (convert souls, build a shrine on his island, and get more units as you move) and cast the desecrate spell on a squall. Finish Buta off at the next opportunity, but take your time. The more units you have, the better. Wait for sac-doctors to complete conversions and summon additional battle units to assist.

Stratos Mission 4

Mission Title: Elmekia, the newly adopted homeworld of the wizard Shakti

Objective 1: Defeat Acheron

Objective 2: Deliver 24 souls to the beacon (optional)

Mission Attributes: +2 to Stratos, -1 to Persephone, -1 to James, -1 to Pyro, -1 to Charnel

New Units: Storm giant

New Spells: Chain lightning

Stratos sends you to Elmekia to defend the land and the goddess Persephone. You're introduced to Shakti, a Persephone wizard sent to help in your battle against Acheron. Stratos also informs you of an optional objective - bring 24 souls to the beacon for additional help. These souls will come straight out of your blue soul reserve; think hard before delivering a soul, because you might need that extra unit for defense. As the mission opens, Shakti offers you a choice. She can either go on the attack ("to battle") or defend in the map's central choke point ("hold the center").

Thankfully, you also have powerful new units and spells to assist you. You're offered Stratos' strong, melee unit, the storm giant. Casting the lightning spell increases the storm giant's power and effectiveness. Support the storm giant with air and ranged units, however, because it's highly vulnerable to air assault. Chain lightning is an impressive spell that can damage multiple units in a single blast. It's especially effective in clearing groups of low-level enemy units.





Send Shakti to battle, which will give you time to clear low-level units and gather souls for Stratos. Even though the objective is optional, Stratos will offer several high-level air units if you can deliver 24 souls to him - with these in hand, you can easily overrun Acheron's defenses. Alternatively, you can use these souls for your own units (storm giants, ranged and air support, etc).

Explore the landscape and construct manaliths to increase your mana intake. Shakti will produce her own manaliths, so you'll have to find exposed fountains to erect your own manaliths. Follow Shakti through some of her battles and assist her. Convert red souls for your own use, either for units or to deliver back to Stratos. When you have excess souls, simply walk up against the beacon, and you will automatically deliver the soul to Stratos. Remember, you need to deliver 24 (which can include your initial count) to receive the free high-level units.

During the mission, Marduk appears (as he does during each campaign). Even though you don't learn much about Marduk here, you'll learn during the rest of the single-player campaign. Continue to assist Shakti in the battles against Acheron. Convert souls and make new units (or deliver them to Stratos). Acheron won't go down lightly. He puts up a tough fight at his manaliths and his altar. Combine your attacks with Shakti (using ample amounts of chain lightning).

Push Acheron back to his altar (simply follow his manahoars if Acheron's banished in battle) and destroy neighboring manaliths. Replace manaliths with your own to keep mana intake high. With Shakti by your side (and, if you delivered 24 souls, the assistance of high-level units), defeat Acheron's remaining units and cast the desecrate spell on the altar. Banish Acheron one last time to complete the mission in victory.

Stratos Mission 5

Mission Title: Ash, a stronghold that protects the island of Cindercrag

Objective 1: Buta must not control four manaliths

Objective 2: Hachiman must not control four manaliths

Objective 3: Defeat Buta

Objective 4: Defeat Hachiman





Mission Attributes: +2 to Stratos, +1 to James (with award), -2 to Pyro, -1 to Persephone, -1 to Charnel

New Units: Seraph

New Spells: Soul wind

Stratos sends you to Cindercrag to combat Pyro's wizards, Buta and Hachiman. The wizards are attempting to maintain control of the map. If one can erect four manaliths, the other will assume the battle is going well and leave the fight to enter another with James. You must prevent this by ensuring that neither Buta nor Hachiman create four manaliths. Defense reigns supreme here. Effective defense will lead to an overpowering offense that you can use to banish either Buta or Hachiman - then you'll have an advantage. Take note that a counter that indicates Buta and Hachiman's current manaliths lies in the upper left-hand corner of the screen.

You have a couple of mana fountains near your altar. Gather free units and manahoars quickly and construct manaliths over the founts. The key mana fountain lies straight ahead of your altar. It's positioned at what would appear to be a choke point just near a bridge - and this point leads to the rest of the map. This is the key mana fountain for both Buta and Hachiman. Though one may sneak behind you and attempt to use another fountain, both usually attempt to attack the manalith at this fountain.

Seraph, the new Stratos unit, is a medium-level air unit that will prove most effective as a guardian on the key manalith. The new spell, soul wind, can be used to scoop up blue souls from long-range and also as a moderately powerful offensive spell. Reach the key mana fountain quickly (after constructing the others) and erect a manalith. Stand by the manalith (to replenish mana quickly) and start summoning units with your available souls. Cast the guardian spell on the units to create a sturdy, defensive structure. Four guardians (add them as soon as you can) will almost make the structure invulnerable to enemy attack.

You can't ignore the manaliths behind your position, which is close to your altar. Buta or Hachiman may sneak around, destroy a manalith, and attempt to create the fourth manalith. When you have available souls, consider a guardian to deter their efforts or just cast the teleport spell to return quickly once you notice their flanking maneuvers. Keep defending and converting the red souls and create a force of 10 to 12 mixed units. With four guardians and more than ten mobile units, you should be well prepared to take on the manaliths and altar of Buta and Hachiman.



Place several guardians on the key manalith to protect it from Buta and Hachiman assaults.

Start canvassing the map for their remaining manaliths. Destroy these first, construct your own manalith, then continue on to the next target. When you reach one wizard's altar, cast the desecrate spell on a sereph and then seek the wizard out to banish him from the map. Perform the same task against the other wizard. Solving the mission depends on how patient you remain in defense mode against several incoming attacks. Don't mount an offense against Buta or Hachiman until you possess a sufficient attack force and ample manalith defense.

Banishing both Buta and Hachiman completes the mission with success. Since you saved James from having to deal with one of Pyro's wizards, he offers an award at the mission's conclusion.



Stratos Mission 6

Mission Title: Arborea, the gateway to Idylliac and ancient home of the ents

Objective 1: Defeat Shakti

Objective 2: Do not die

Objective 3: Sara Bella must survive

Mission Attributes: +2 to Stratos

New Units: Flurry

New Spells: Frozen ground

Stratos sends you to Arborea, where the dynamic relationship between the gods is about to change drastically. Though Stratos seemed to have good intentions in the first few missions, his intentions become clear here, with a preemptive strike against Persephone and her wizard Shakti, who assisted you in battle in the previous mission. Sara Bella will use her powers to block Persephone's view from Arborea while you help Stratos defeat Shakti.

You have no altar here, which is a change from previous missions. If you perish even once, the mission will end in defeat. You must protect yourself better than ever and be ever diligent about using the heal spell. Stratos' new units and spells help greatly. The flurry serves as a long-range artillery unit, and it is especially useful at assaulting manaliths and guardians from afar. Frozen ground casts a block of ice at the feet of units; you can freeze several units in a single blast, which is very effective just before an attack.

One of the toughest aspects of the mission is the requirement to defend Sara Bella. To lead the mission to victory, Sara Bella must survive. During the course of the mission, add guardians to the manalith that she lives next to. The more guardians, the better; but remember that you will also need mobile units to use in battle against Shakti. You may see Shakti early in the mission because she becomes suspicious of your intentions. Be nice and don't insult her. This buys you extra time before your real intentions are shown.

To increase your soul count, explore the windmill villages for peasants. Kill the peasants here (use low-level spells) and convert the red souls left behind. Shakti will appear in disgust as soon as a peasant dies. The battle is on. After killing the peasants, return to Sara Bella and the manalith and conduct defense. Don't head out into battle until you can safely defend Sara Bella from





attack and can summon several offensive units (include a mix of ranged and air plus the artillery flurries). Shakti's ents are durable melee units but are quite profitable - each time one is killed, it produces multiple souls.

When you start to move against the Shakti-protected manaliths, a counterattack is launched against Sara Bella. Immediately move your offense units back to defend Sara Bella's manalith after you cast spells against Shakti's guardians. Defending Sara Bella successfully is nearly as difficult as defeating Shakti.

As you move against Shakti's manaliths, employ frozen ground and flurries to destroy guardians. Convert the souls and summon additional units. A cutscene interrupts your offensive maneuvers against the manaliths. A dragon swoops in and assists in Persephone's defense. Order all units against the dragon. Cast spells against the dragon to weaken the creature. You receive a staggering five souls for killing the dragon - convert quickly and summon more units. Upon destroying the manaliths, construct your own over the exposed mana founts.

The mission ends after you desecrate Shakti's altar and banish her permanently. Think defense first in this mission. Don't move out against Shakti and her manaliths until you can successfully defend Sara Bella from attack.

Stratos Mission 7

Mission Title: Idylliac, the capital of Elysium, Persephone's final stronghold

Objective: Defeat Yogo

Mission Attributes: None

New Units: Yeti

New Spells: Fence

With Stratos now fully in the role of traitor, he sends you to Idylliac to combat Persephone at her stronghold - it's you against her remaining champion, Yogo (Stratos has already double-crossed and banished Shakti). The map is similar to those found in other campaigns, including Pyro's and Charnel's - though here you face only one enemy wizard.



A new melee unit, the yeti, is offered for use. Slow-moving but moderately powerful, the yeti can temporarily freeze enemy units upon contact. The new spell, fence, erects a supernatural, electric fence, which damages all units that cross - excellent for keeping enemy units away (or damaging them if they decide to get close).

Begin by approaching the mana fountain and constructing a manalith. Yogo doesn't attack immediately, but it's still best to defend this position to steal some enemy souls. Cast the guardian spell on a ranged or artillery unit at the manalith and keep the yeti mobile and by your side. Locate the island near your start position. Teleport over to the island by casting the spell on the manalith there. Erect a shrine on the mana fountain and use offensive spells to kill the villagers. Convert their souls, then return to the main island.



To desecrate Yogo's altar, you must defeat the guardians who protect the manalith just behind the altar.



Use these additional spells to create another guardian for your manalith. Let Yogo approach and cast the fence spell and other offensive spells as your guardians assist in the attack. Yogo is extremely quick, and he can quickly reclaim his deceased red souls. Target Yogo with your yeti (and even the guardians) to temporarily banish Yogo so that you can easily convert the conflict's remaining red souls. As you gain souls, start producing a few yetis and ranged and air units to support them. Don't rush out from your altar; let Yogo attack your heavily defended start location and make him pay through soul conversion.

As you venture out from your start location and toward Yogo's base, canvass the map for additional mana fountains (or enemy manaliths). Construct your own manaliths, though eventually it would be to your benefit to replace an enemy manalith with a shrine - sac-doctors can return here to convert enemy souls. A couple of villages between your altar and Yogo's contain peasants who are loyal to Persephone. Eliminate them with spells or your units and convert the extra souls.

Yogo's altar is well protected by guardians at three manaliths. Attack from the left or right side of his altar, however, and you will have to deal with only two of the manaliths. Cast the fence spell or other spells to weaken the guardians and then send in your attack force to destroy the manalith. Replace it quickly before Yogo arrives. There's another manalith behind Yogo's altar. Though it appears that the guardians protecting the manalith shouldn't be a problem, they can in fact strike your sac-doctors performing desecration on the altar.

Destroy the guardians here with well-placed spells and an aggressive attack. Once completed, summon a yeti near Yogo's altar and cast the desecrate spell. Locate Yogo on the minimap and surround him with units and assist with spells to defeat Persephone and her champion.

Stratos Mission 8

Mission Title: Agothera, the capital of the Glebe, last bastion for the forces of James

Objective 1: Defeat Grakkus

Objective 2: Defeat Charlotte

Mission Attributes: None





New Units: None

New Spells: Cloudkill, tornado

Having disposed of Persephone, Stratos sets his sights on James. You're sent to Agothera, the capital of the Glebe, to face James and his two wizards, Grakkus and Charlotte. As the mission opens, James reveals his power to deform the earth. Nearly all your starting units are lost to James' tricks. This is one of the hardest missions in the game and surely the hardest mission of the Stratos track.

It will take you a while to overcome Grakkus and Charlotte, who are adept at both attacking and defending effectively. You have two new spells for assistance. Cloudkill creates a small storm over enemy units. Don't get your own units too close to the lightning, however - you can take damage from the spell. Cloudkill works great against groups of enemy units, or it can clear out guardians who protect manaliths.

Begin the mission by constructing a manalith at the nearby mana fountain. You'll eventually want guardians here, but not yet. Though Charlotte and Grakkus don't attack immediately, you want a safe area to retreat to - the guardians greatly assist in your defense. Artillery or ranged units make excellent guardians. For now, create these units for mobile use. Your goal is to search the valleys that lead from your start position. Here, James' units will ambush you. With Charlotte and Grakkus still at their base, you can convert these souls easily.

One ambush lies near a mana fountain; you should construct a manalith here. Defeat the enemy units that surround you. Use spells (but not cloudkill - the enemy units are too spread out to assist. Convert the red souls quickly. Return to your start position and explore the next valley on the right. Two additional units appear and attack. Defeat them, convert, and return back to your altar. It won't be long before Charlotte or Grakkus appears and attacks.

Even with guardians and several units, defending against the enemy wizards' attack isn't easy. You're also equipped with the tornado spell, which hurls enemy units into the air, buying extra time to retreat and regroup (or set up additional attacks). Continue to defend at your altar and venture out only to replace manaliths along the far left and far right valleys. Convert as many red souls as possible and produce mobile units.





The toughest battle comes as you emerge from your start location and venture toward the enemy altars. You'll spot an idol honoring Ashur. If you approach too far toward the guardians and manaliths ahead, enemy units appear from the group and your wizard shouts, "It's a trap!" Instead, don't approach the manaliths. Lure the enemy units toward your position and use cloudkill (and other spells) to defeat them. Convert them quickly and then hold off any enemy advance until you have more available souls.

Take your time and mass an army of 24 units before you move too far into James' territory. Clear out guardians with cloudkill and finish off the manalith by ordering your units to attack. Several "civilians" are gathered around the idol. Kill them, if you wish, for additional souls. Build manaliths at the exposed mana fountains here (or even one shrine), then move toward Charlotte's or Grakkus' altar.

Destroy any guardians around the altar (or nearby manaliths) and create a high-level creature. Cast the desecrate spell on the creature. Locate the enemy wizard on the minimap and defeat the wizard to complete the banishment. Destroy the second wizard in similar fashion to complete the mission in victory.

Stratos Mission 9

Mission Title: Dys, the capital of Stygia, a place of death

Objective: Defeat Charnel's champions (Acheron, Seerix)

Mission Attributes: None

New Units: Silverback

New Spells: None

Stratos' final battle occurs against Charnel, who calls Stratos' betrayal "inevitable." This mission may be slightly different, depending on your route here. You may have Pyro's Ambassador Buta by your side to assist early in the mission (though don't expect his help for long). If you've followed Stratos' missions, you're alone against two tough wizards. Your altar lies high and just behind a mana fountain. The position is easier to defend than some, though both Acheron and Seerix are both quite liberal with their unit quantities, and they won't hesitate to employ high-level Charnel spells, including the devastating death spell.





Stratos' highest-level unit, the silverback, has also arrived to help. You possess one for free, and you can create another if you wish. Silverbacks are powerful, but they must be supported with ground forces. After creating units, move out from your start position and explore the left path. A mana fountain lies here; construct a manalith to increase your mana intake.



Stratos' silverback is a powerful air unit and is best used on the move at the mission's beginning.

Explore the area that separates your start position from the rest of the map. An enemy manalith can be found here, along with several Charnel guards. Use high-powered spells (Pyro's volcano or Stratos' cloudkill) to wipe out most of the patrol force. Replace the manalith with your own and consider holding ground here with guardians. Acheron and Seerix may approach soon. Convert souls quickly and summon additional ground and range units to support your



silverbacks. Use spells once Acheron or Seerix (or both) approach to slow their advance.

Charnel's death spell is particularly nasty. It summons a large grim reaper that moves around, killing units in a single blow. You can lure death into the enemy units, and he will hack them up as well - but expect to lose several units if he appears. You can attempt to run, but most of your units won't be able to run fast enough (but they can attempt speed-up). If you do lose units, quickly collect blue souls and replace them once death leaves.

It's unwise to advance too far into Charnel territory without a hefty army to support you. Stand your ground and collect red souls (after battles) and summon additional creatures. You must use your wizard's high-level spells (and even medium-level spells, such as Stratos' chain lightning or fence) to assist in the battles because you will be outnumbered in almost every early fight.

Slowly advance onto their side of the map and construct manaliths to support your mana intake. At the village center, you'll find some zombies, which can be killed and converted into available souls. Complete the mission by knocking out the enemy guardians and manaliths and casting the desecrate spell on each altar. Defeating Charnel and his two champions takes a lot of defensive patience and an effective mixture of spells and units. The mission ends in victory once both wizards have been destroyed.





Chapter 8

Crucible Mission

You've reached the final mission in the Sacrifice single-player campaign - it's the same no matter which path you take, though the units and spells you have could be drastically different each time through the game.

Sacrifice Mission 10: Finale, the Crucible

Objective: Destroy the Megalith

Mission Attributes: None

New Units: None

New Spells: None

Sacrifice's final mission, the Crucible, is the same for each path through the game. The only difference is the type of spells and units you possess upon reaching this mission. In fact, each player could have vastly different spells and units from the next. There are so many paths through the game that it's impossible to predict which spells a player might possess. The Crucible depicts the final confrontation against Marduk. There are a few differences between this mission and others you have faced.

For starters, Marduk doesn't have an altar, which means he can't be permanently banished - nor is this a victory condition. You can temporarily banish Marduk in battle; he'll simply return to his nearest manalith and reform. Second, Marduk does not need to cast the convert spell on your blue souls to steal them - he can simply run over them! It's extremely important that you reclaim your souls fast upon a creature's death. Marduk is fast, and he won't hesitate to steal your souls. The mission becomes even more difficult if you let Marduk gain an advantage this way. Maintain your soul count and strive to steal his souls - not vice versa.

Your mission objective is to destroy the megalith, a pistonlike device on a large hill in the center of the map. Approaching the megalith reveals the



source of its power. You must take out all of Marduk's manaliths scattered across the map. Sounds easy, but the manaliths each possess high-level guardian creatures. Plus, Marduk is constantly running around the map with a posse of creatures in tow.

Begin by gathering your manahoars and order them to guard you. Construct two manaliths at the two exposed mana fountains ahead of your start position. Use available souls to construct two high-level creatures (air units work well) and cast the guardian spell so that you can attach them to one manalith. It's easier to defend against Marduk's attacks with guardians than to use them as mobile units. As guardians, your units are stronger, and they heal faster.



Knock out Marduk's manaliths before you attack the Megalith.

Marduk arrives not long after you have the guardians in place. Cast a high-level spell to push Marduk back (for instance, blind rage, volcano, death, tornado, cloudkill, and bore). Attempt to convert any red souls remaining, but



expect Marduk to be fast. Target Marduk with your guardians. If you can banish him from the battle, you'll have to time to convert some of the red souls. Marduk will retreat to a manalith to reform and regroup. It won't take long for him to return with another group of units.

As you start to gain souls and can summon a decent attack force, start pressing an attack against the nearest Marduk manalith. The guardians are very tough; use high-level spells to weaken them as you attack. It's wise to possess between eight and 10 high-level units before you attack Marduk's guardians. As soon as the manalith falls, replace it with your own. If you investigate the Megalith in the map's center, you will receive a counter of Marduk's remaining manaliths (in the upper left-hand corner of the screen).

Advance to each manalith in turn and perform the same task - weaken Marduk's guardians with spells, then follow up with an attack from your unit force. Marduk may attempt to replace manaliths, so monitor the minimap closely and listen for announcements when your structures are under attack. If you have the counter in the upper left-hand corner of the screen, you will instantly discover if Marduk has replaced one of his destroyed manaliths.

Once all manaliths are down, scale the hill that contains the Megalith and order all units to attack. The Megalith can't repel attacks without the power of the manaliths. Destroying the Megalith cues a cutscene and a confrontation with Marduk. You have one last battle - you must fight Marduk and banish him from the map. You should have plenty of units (or souls) left, and Marduk should be mostly defenseless. Simply locate him on the map and tag him with your unit groups. Follow him and cast spells to assist. It shouldn't take long to destroy him. The mission and game concludes once the Megalith and Marduk have been destroyed.





Appendix A

Creature Statistics

This section features a complete list of Sacrifice creatures, including the name, level, corresponding god, mana cost, and number of souls required for summoning.

Creature Name	Level	God	Mana Cost	Souls Required
Abomination	8	Charnel	1,100	3
Blight	7	Charnel	700	2
Deadeye	6	Charnel	1,000	2
Fallen	2	Charnel	300	1
Hellmouth	10	Charnel	1,900	5
Locust	3	Charnel	300	1
Necryl	4	Charnel	600	2
Netherfiend	6	Charnel	1,000	2
Scythe	1	Charnel	300	1
Styx	9	Charnel	1,300	4
Basilisk	4	James	600	2
Boulderdash	8	James	1,100	4
Earthfling	2	James	300	1
Flummox	6	James	1,000	3
Gargoyle	3	James	300	1
Ikarus	7	James	1,000	3
Jabberocky	9	James	1,300	4
Rhinok	10	James	1,900	5
Taurock	5	James	700	2
Trogg	1	James	300	1
Dragon	10	Persephone	1,900	5
Druid	1	Persephone	300	1
Ent	9	Persephone	1,300	4
Gnome	6	Persephone	1,000	2
Gremlin	7	Persephone	1,000	3
Mutant	8	Persephone	1,100	3
Ranger	2	Persephone	300	1



Creature Statistics, cont.

Creature Name	Level	God	Mana Cost	Souls Required
Scarab	4	Persephone	600	2
Shrike	3	Persephone	300	1
Troll	5	Persephone	700	2
Bombard	8	Pyro	1,100	4
Cog	1	Pyro	300	1
Firefist	5	Pyro	700	2
Flame Minion	2	Pyro	300	1
Phoenix	10	Pyro	1,900	5
Pyrodactyl	7	Pyro	1,000	3
Pyromaniac	6	Pyro	1,000	2
Spitfire	3	Pyro	300	1
Tickferno	4	Pyro	600	2
Warmonger	9	Pyro	1,300	4
Brainiac	3	Stratos	300	1
Flurry	8	Stratos	1,100	4
Frostwolf	1	Stratos	300	1
Seraph	7	Stratos	1,000	3
Silverback	10	Stratos	1,900	5
Squall	5	Stratos	700	2
Storm Giant	6	Stratos	1,000	2
Sylph	2	Stratos	300	1
Vortick	4	Stratos	600	2
Yeti	9	Stratos	1,300	4



Appendix B

Spell Statistics

This section features the complete list of Sacrifice spells with the name, level, corresponding god, mana cost, and brief description. For more on each spell, consult the mission walk-throughs of this game guide.

Spell Name	Level	God	Mana Cost	Description
Air Shield	2	Stratos	400	Protective spell that creates an aura - that deflects projectiles and pushes enemies back - around the wizard.
Animate Dead	4	Charnel	300	Resurrects a blue soul into the creature that it used to be. It takes time to resurrect the creature, but it's faster than gathering the soul and summoning the creature again.
Blind Rage	8	Pyro	1,800	Causes units to fight against the nearest creature; most effective against a tight cluster of enemy units (or guardians).
Bombardment	7	James	1,500	Area-of-effect spell that drops large boulders onto the target.
Bore	9	James	1,800	Opens a hole in the earth, eliminating any creature and soul under the area of effect. The spell doesn't work on structures, like manaliths, and wizards are simply teleported to safety.



Spell Statistics, cont.

Spell Name	Level	God	Mana Cost	Description
Bovine Intervention	8	James	1,800	Basically a large cow bomb is dropped on the target, either gibbing or stunning the affected creatures.
Chain Lightning	4	Stratos	800	Lightning that can travel through several creatures in a single shot. Best used against a tightly packed group of creatures (especially lower-level creatures).
Charm	8	Persephone	1,800	Charms an enemy creature into joining Persephone.
Cloudkill	8	Stratos	1,600	Creates an electrical storm over the designated target. Lasts several seconds; it can also damage friendly units if they're too close.
Death	9	Charnel	1,800	Summons a grim reaper with knives as hands. Instantly kills any creature it contacts, including friendly creatures.
Demonic Rift	5	Charnel	1,000	Spell that inflicts health and mana damage to enemy targets in the area.
Dragonfire	4	Pyro	800	Summons a dragon made of fire that swoops and attacks multiple opponents. Can catch enemy targets on fire for further damage.
Erupt	4	James	800	Erupts a small area of ground, causing damage.



Spell Statistics, cont.

Spell Name	Level	God	Mana Cost	Description
Ethereal Form	2	Persephone	400	Casts temporary invincibility on your wizard.
Explosion	5	Pyro	1,000	Explodes the ground under the intended target, causing damage through fire and shrapnel.
Fence	7	Stratos	1,400	Erects an electrified fence, which damages any units that attempt to cross.
Fireball	1	Pyro	300	Hurls a fireball at the designated target.
Fireform	2	Pyro	400	Creates an aura of flame around your wizard used for protection and attacking - just run next to enemy units!
Firewall	6	Pyro	1,200	Places a wall of flame on the designated target. It damages any creatures that pass through.
Freeze	3	Stratos	400	Freezes the target unit in a block of ice. Temporary effect.
Frozen Ground	6	Stratos	1,200	Freezes the ground at the designated target. The ground then freezes all nearby units for a temporary time.
Grasping Vines	3	Persephone	500	Vines entangle target creatures, leaving them temporarily immobile and highly vulnerable.
Halo of Earth	5	James	1,000	A circle of rocks hurls from the wizard into nearby units.



Spell Statistics, cont.

Spell Name	Level	God	Mana Cost	Description
Healing Aura	6	Persephone	1,200	Heals nearby friendly creatures.
Insect Swarm	1	Charnel	300	Launches a swarm of insects at the designated target.
Intestinal Vaporization	8	Charnel	1,800	Explodes targeted creature.
Lightning	1	Stratos	200	Shoots a bolt of lightning at the designated target.
Meanstalks	9	Persephone	1,800	Stalks grab and toss nearby enemy units, causing heavy damage and confusion.
Plague	7	Charnel	1,500	Plague clouds of disease drop on the enemy (and can affect nearby friendly creatures) within the area of effect.
Protective Swarm	2	Charnel	400	A shroud of insects protects the wizard from attack; can be used as an offensive weapon if you walk near enemy units.
Rain of Fire	7	Pyro	1,500	A rain of fire and flaming rock falls upon the designated target, damaging anything within the area of effect.
Rain of Frogs	5	Persephone	1,000	A rain of frogs drops on the area of effect; the frogs maneuver to the nearest unit and cause sluggishness and explosion damage.
Rainbow	4	Persephone	300	Heals friendly creatures quickly.



Spell Statistics, cont.

Spell Name	Level	God	Mana Cost	Description
Rings of Fire	3	Pyro	500	Summons a ring of fire around the target creature, causing damage.
Rock	1	James	300	Tosses a rock at the designated target.
Skin of Stone	2	James	400	Protective spell that provides its casting wizard extra resistance to damage.
Slime	3	Charnel	500	Affected target is slowed by the viscous slime, making them more vulnerable to attack.
Soul Mole	3	James	50	Cast on friendly blue souls to retrieve them quickly.
Soul Wind	5	Stratos	500	Cast on friendly blue souls to retrieve them quickly; can also damage nearby enemy units.
Tornado	9	Stratos	1,800	Summons an incredible tornado to snare enemy creatures. The spell provides extra time to organize, regroup, and convert enemy souls - enemies caught in the tornado can't counterattack.
Vinewall	7	Persephone	1,500	A wall of vines ensnares nearby units, making them more vulnerable to attack.
Volcano	9	Pyro	1,800	A mammoth volcano erupts on the designated target, causing heavy area effect damage from fire and rock.



Spell Statistics, cont.

Spell Name	Level	God	Mana Cost	Description
Wailing Wall	6	Charnel	1,200	Summons a wall of wailing souls that drains mana from the creatures stuck within.
Wall of Spikes	6	James	1,200	Creates a wall of sharp spikes, causing damage to nearby units or any attempting to cross.
Wrath	1	Persephone	300	Shoots a bolt of energy, causing light damage.

